

GENESIS • GAME GEAR  
SEGA CD

SEGA

# VISIONS

**Eternal  
Champions!**

Sega CD  
Roundup

Sonic Scoop...  
Sonic CD

More Contests!

December/January 1994

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**SEGA**  
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# IT'S THE THING THE

## THE NEW **asciiPad SG-6™** AND **Fighter Stick SG-6™**

Introducing the new asciiPad SG-6™ and  
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the plug up. They're contoured to fit  
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check out the six fire buttons. Yeah,  
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The official seal of your favorite Sega game means the highest quality products of Sega®. The premium  
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# BIGGEST TO HIT SEGA.



## See Page 42

[illegible]

SEGA  
GENESIS

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for the ultimate in realism and  
control. Brutal slide tackles. No-  
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and bicycle kicks. Even illegal  
holds—and refs ready to bench  
you, if they see it. For even better  
control—one Pro-Move-per-button—  
get one of the new substation controllers  
like the ascPad SG-6 or  
Right Stick SG-6\*. Oh, build  
up your team by luring top  
players with astronomical  
salaries? Like we said,  
it's a wonder we didn't  
invent it here, first.





THE HOTTEST  
TITLES. STATE-  
OF-THE-ART  
TECHNOLOGY.  
GAME  
SAMPLING.  
CAN YOU  
HANDLE IT?



You won't **BELIEVE**  
what they're  
putting inside  
**KEEBLER** products  
these days...



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It does when it's the Keebler Hollow Tree! This year, Ernie the Elf and Sonic the Hedgehog team up to make bringing home the hottest new equipment FREE as easy as...

1



Run to the store  
(and hotspots optional!)

2



Look for these guys

3



Open the bag to see if you're a winner

**GET INTO SEGA. COMPLIMENTS OF KEEBLER**

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# Say What?

## Overheard at Sega

### Sega VirtualLand

Imagine a 30-story bronze pyramid with a 100,000 square-foot atrium filled with the greatest collection of high-tech amusements the world has ever known. That's Lazer Las Vegas, a \$375 million entertainment center recently opened by Circus Circus. One of the main attractions at Lazer is Sega VirtualLand, a 20,000 square-foot high-tech environment featuring Sega's most advanced arcade rides, such as the ASI, the hit of last summer's CES in Chicago. VirtualLand also features Virtua Formula, a racing game that puts you in the driver's seat of a race car, and puts you against seven other drivers. Virtua Formula will let you experience the race from the driver's point of view, as well as from the point of view of a spectator, on huge 14 by 50 foot screens.

Lazer Las Vegas also contains new rides by Douglas Trumbull, the special effects wizard who created the "Back to the Future" attraction at Universal Studios. Three new rides are planned, based on themes from the Past, the Present, and the Future. Look for a full report on VirtualLand and Lazer Las Vegas in a future issue of Sega Visions.



Lazer Las Vegas



Virtua Formula

### Follow the Bouncing Light

If you want to try doing something different after lights out (let's say you're sick of reading the same old comics with a flashlight under the covers) try bouncing a Flashball around for a change. Essentially a superball that glows on impact, the Flashball won't cast enough light to read by, but it can create quite an effect in a darkened room. A word of caution: If you are thinking about a game of indoor baseball, stay away from your mom's best china. Flashballs (by Gap Toys) are available at most Toys "R" Us stores.



### Video Game Workshop

The last weekend of July was a special one for many would-be video game designers and artists. That was the weekend that Dave Albert, a creative director at Sega, visited Santa Fe Community College in New Mexico, and hosted a two-day intensive seminar in video game design. Dave, who has been designing and producing video and computer games for 12 years, led the class through the entire development process, from the initial concept to a draft design document. Santa Fe Community College plans to offer more courses on video games in the future, so hold on to those game ideas.



Dave Albert (second from left) listens to design ideas from workshop participants.

Continued on Page 12

## SEGA VISIONS

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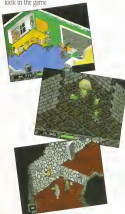
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## Sonic at Buckingham Palace

During a recent visit to the Great Ormond Street Children's Hospital in London, Lady Diana, the Princess of Wales, made a few remarks about computer games and television. When eight-year-old Olaf Hunter asked Lady Di if her children, Princes William and Harry, like playing video games, she said that the Princes liked playing *Sonic the Hedgehog*. Hey, these kids are in line for the British throne, so we hope Sonic was on his best behavior.

## Poltergeist in the Film House

You may have noticed something a little strange in last issue's review of Electronic Arts' *Haunting*, that game in which *Poker Guy* goes to frighten the wits out of three different families. For one thing, the screen shots looked a little, well, ghoulish, as if large gobs of ectoplasm had permeated the screen. While this might seem appropriate for a game that features ghosts and poltergeists, it is not how the game actually looks. We think that the film house (which creates the film that is used to print the magazine) may have been visited by a poltergeist or a hobgoblin in the dead of night, possibly looking for a restless relative long departed. In any case, we hate when stuff like that happens, so we thought we would set the record straight and show you some new screens, just the way they look in the game.



## Street Fighter Update

First the *Street Fighter II* arcade game, then the Genesis Special Champion Edition, and now Super *Street Fighter II*, the latest arcade machine from Capcom. Super SF II features the original 12 characters, plus four new fighters—Cammy, a British special agent; Dee Jay, a Jamaican prize fighter; Fei Long, a Chinese martial artist; and Thunder Hawk, a Native American wrestler.



But wait, there's more!—are you ready for *Street Fighter the Movie*? Well, there's one in the works, which should be out sometime in 1994. A joint venture between Capcom and the Edward R. Pressman Film Corp., the feature-length movie is to be written and directed by action-adventure veteran Steven de Souza (*The Hard, Die Hard 2, Die Harder*, *Commando*, *Runing Man*), and will bring together the twelve martial artists in a story of hostage rescue. Stay tuned for more info.

Incidentally, in last issue's review of the Special Champion Edition, the legal language (you know, the fine print that tells you who owns what) was accidentally left off the page. (We suspect it was the same poltergeist that played havoc with the *Haunting* screens.) Anyway, for the record, the missing legal line reads © 1993 CAPCOM, USA, Inc. *Street Fighter II* Special Champion Edition is a trademark of CAPCOM. All rights reserved.

## Sega Youth Foundation

Congratulations to Jim Bou of Dallas, Texas, for submitting the winning entry for the Sega Youth Foundation Logo Contest. We received



hundreds of fabulous entries, which really made the judges' jobs difficult. Look for a special article on this contest in a future issue of *Sega Visions*.

Meanwhile, the Sega Youth Foundation continues helping talented kids everywhere. The following letter is from Carlos Romero, a student from San Francisco who received a Foundation scholarship to attend summer school at Choate Rosemary Hall in Connecticut. We think it speaks for itself.

*My family and I have lived in the Army Street projects for over twenty years. In the projects you see and hear the same stories every day, mainly about drugs, fights, shootings, police raids, people going in and out of jail. On every building, on every hallway of every floor, in every direction you see spray painted on the walls, "RIP such and such." "Such and such" refers to the name of someone who hung around the projects and was murdered... The names are of people of all ages, my age, your age, any age.*

*At Choate Rosemary Hall, things were different. It was like going from the North Pole to the Bahamas... At Choate, I saw and heard different things. Instead of "Who got busted by the police?" it was "Who got the highest score on the quiz?" Or instead of "Hurry up and get in the house before they start shooting," it was "Hurry up and get to the computer lab before the computers are all locked." Instead of looking up on the walls and seeing "RIP such and such," I looked up and saw library books or beautiful paintings.*

*Even though it was a lot of work, this was the best summer I ever had in my life. Thank you.*

The  
Official

# FORMULA ONE

There are no words  
to describe how  
fast it really is.

At least, no  
clean words.

DIEHARD GAME FAN magazine tried.  
They called FORMULA ONE "the  
fastest racing game on the  
planet." Not bad.  
But they would have  
nailed it if they  
had screamed  
"the I@#\$%  
fastest racing game  
on the planet!"

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see it — at your favorite  
game store  
today.



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the race  
track at a  
blistering  
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speed you can hear  
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the real pros of Formula  
One World Championship on 12  
real tracks — from Monte Carlo  
to Australia. Or go head-to-head  
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You can even customize your machine  
right down to the tire design and air foil!

## DOMARK

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# Bulls

YOU'VE HIT IT!

# -eye

This year's coolest, craziest, funnest, loudest  
Sega® Genesis® smash: COOL SPOT.



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 Screenshot of Super Mario Bros. 2



# COOL SPOT

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# Yo Sega!

## Yo Sega!

I'd like to ask you a question. Has the Sega Genesis had a big effect on the video gaming industry?

M.R./Oxford, PA

That's like asking if the Jumbo Jet has had a big effect on travel. Without the Sega Genesis, the video gaming industry would be about half the size (and about half as much fun).

## Yo Sega!

I'm a big fan of Sega Visions, but when I got my Aug/Sept issue I was disappointed at the new Sega Game Ratings. Now my mother only lets me get games that are rated G.A. Games like Street Fighter 2 and Mortal Kombat are rated MA-13 but MA-13 is for teenagers and I'm only 11. I play Mortal Kombat and Street Fighter 2 Champion Edition in the arcades and I love them. But since they're both rated MA-13 my mom won't let me get either of them. I'm sure there are others who have the same problem. What should I do?

M.B. Franklin, MA

Well, you could wait two years. Or you could explain to your mom that the ratings are advisory only, and different people have different ideas about what is appropriate for eleven year olds. Suggest to your mom that you rent the game for an evening, so she can see it for herself. If she still thinks it's inappropriate, you're back to Plan A.

## Yo Sega!

I would like to know what a "meg" is like "12 meg" and if it has something to do with "bit" as in "8-bit" or "16-bit"?

J.D./East Meadow, NY

In video game parlance, "meg" refers to the capacity of the game cartridge, just like "gallon" refers to the capacity of a gas tank. ("Meg" is shorthand for "megabit," which means, literally, one million bits of information). Generally speaking, the

greater the capacity, the bigger or better the game (although there are always exceptions). With an RPG or adventure game, for example, the more megs the more levels or complex characters it can have. With fighting games, more megs means bigger characters or smoother animations. Everything in a video game cartridge (such as the music, the animations, the backgrounds or the puzzles) takes up room, so a large part of video game design involves weighing and balancing the elements so that they can all fit in the cartridge.

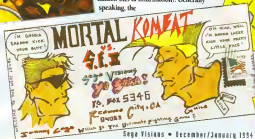
While megs and megabits refer to the amount of information a cartridge can hold, bits (as in "16-bit") refer to the amount of information that the video game machine can process at the one time. Because a 16-bit machine can process twice as much information at a time than an 8-bit machine, 16-bit machines are faster and smoother than 8-bit machines.

## Yo Sega!

How long does a game stay on pause before it gets messed up?

C.F./Ocean Township, NJ

Leaving a game on pause for long periods of time (like a few days or a week) is more likely to mess up your TV than the cart or the game system. This is because a static image (like a Pause screen) can't do anything damaging to a cart or system, but it can cause screen "burn in" to a TV or monitor. If this happens, your TV will forever show a faint image of the Pause screen, as a permanent reminder of your neglect.



Arnie Rene Daniels  
Jersey City, NJ

## Yo Sega!

I have three questions for you: 1) Do you hook up Sega VR to your Genesis system or do the games go directly into the headset? 2) If you do hook up Sega VR with the Genesis system, will you also be able to hook it up with Game Gear? 3) In the August/September issue of Sega Visions you said that there is no way of using regular Genesis games on Game Gear. If this is so then what is the Master Gear Converter?

K M/Worcester, MA

You hook up the Sega VR to the Genesis system. However, this doesn't mean you can hook it up to any other game system, like a Game Gear. For one thing, a Game Gear doesn't have the necessary outputs to work with Sega VR.

As for the Master Gear Converter, it allows you to play Master System games on a Game Gear, as its name suggests (Master-Gear, get it?). If you were able to get Genesis games to play on a Game Gear, they would run at about half speed or less.

## Yo Sega!

What's the difference between the old Genesis and the new Genesis, beside the sizes. And, is the new Sega CD compatible with the old Genesis, and can you hook them together?

P B S/No address

The new Genesis has an updated and more compact appearance. Both new Genesis and Sega CD units are designed to be completely compatible with the old units, which means you can mix and match them in any combination you wish. However, you should be careful when replacing attachments such as the AC Adaptor or the RF Switchbox or adding extra attachments such as an audio/video cable. Not all attachments are compatible with both Genesis models, so it's a good idea to read the package carefully before you purchase any of these attachments.

## Yo Sega!

My sister keeps telling me if I play too many video games, I will get a disease. Is that true?

G F/Albany, NY

Maybe she just wants you to stop hogging the TV so she can watch 90210. As for getting a disease, we've never heard of one. However, remember that too much of anything can be bad for your health, so just play it cool.

## Yo Sega!

About 6 months ago the Auto RF switch box to my Sega Genesis broke and my brother hooked up an RF switch box from a NES to my Genesis. Does it have any effect on my Sega Genesis since it's not made for the 16-bit machine?

N J G/Brooklyn, NY

The RF switch (or RF modulator) is simply a device that tunes (or "modulates") the signal coming out of the Genesis so that your TV can pick it up as Channel 3. Because the signal that the Genesis produces is a pure video signal, rather than an RF (or "radio frequency") signal, it needs to be modified to work with a regular TV. While a non-Sega RF modulator shouldn't affect your Genesis, it might not give you the best screen image. As a general rule, it always pays to look for the Sega Seal of Quality when you're buying any peripheral or accessory for your Genesis or Game Gear. That way, you are guaranteed that the peripheral or accessory will be compatible, and won't cause any problems.

Send your letters to:  
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**HOT  
ENVELOPE  
ART!**

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Los Angeles, CA

Jon Campbell  
Middletown, NJ

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IN THE ANNALS OF TWENTIETH CENTURY PHILOSOPHICAL THOUGHT

# WHO'S THE TOUGHEST

## GREATEST HEAVYWEIGHTS



BOLD CHALLENGES OR COMFORTING FORTUNES?  
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BUILD YOUR OWN ROSTER AND BATTLE YOUR WAY  
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THE QUESTION HAS HARDER HANKING MORE THAN ANY OTHER:

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IT'S INEVITABLE. YOU'RE SITTING AROUND, EATING PIZZA WITH YOUR BUDDIES WHEN SOMEONE BRINGS IT UP: WHO'S THE GREATEST HEAVYWEIGHT OF ALL TIME? MARGIANO? LOUIS?



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NOW, YOU CAN SETTLE THAT ARGUMENT ONCE AND FOR ALL. GREATEST HEAVYWEIGHTS IS THE FIRST AND ONLY VIDEO GAME TO PUT ALL THE GREATS IN ONE RING. IN THEIR PRIME. AT THE HEIGHT OF THEIR SKILLS.

YOU'LL GET LARRY HOLMES'S JAB. MARGIANO'S POWER. ALI'S FINESSE. FOR AN EXTRA CHALLENGE USE YOUR ACTIVATOR™ OR SIX-BUTTON CONTROLLER™. THERE'S ONLY ONE WAY TO SETTLE THE DEBATE OVER WHO'S THE GREATEST HEAVYWEIGHT EVER. GET IN THE RING.



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Your night-vision goggles let you see all...including the raging raptor!

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THE THOUGHT-PROVOKING ADVENTURE AND JOURNEY INTO THE UNKNOWN CONTINUE AS YOU MAKE YOUR WAY THROUGH FULL-MOTION VIDEO USING CINEPAK™ FOR SEGA. IT'S A SEEK-AND-SEARCH MISSION TO UNLOCK THE MYSTERIES OF THE PREHISTORIC GIANTS – AND SALVAGE THEIR PRICELESS DINOSAUR EGGS! UP TO NOW, YOU'VE BEEN ABLE TO EXPERIENCE JURASSIC PARK FROM A SAFE DISTANCE...

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The high-tech computer room is the nerve-center for your journey...and your lifeline!



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This could be the last thing you see...



**SEGA™**  
WELCOME TO THE NEXT LEVEL™



# sega GENESIS

## GAME Feature

### ETERNAL CHAMPIONS



#### OVERVIEW

Sega is bringing fighting games to The Next Level with *Eternal Champions*, the all-new Genesis 24-meg martial arts blockbuster. The largest game Sega has ever released on Genesis, *Eternal Champions* is a one- or two-player battle cart with more of what you've been waiting for. Nine of the coolest warriors ever to come from all across time. Characters that are 25% bigger than those in *Street Fighter*. More than 35 basic and 17 special moves per fighter (we'll show you six basic and seven special moves for each character). Exciting, shocking Overkills. And a mix of features, modes and choices never before seen in any fighter.



**Y**ou can play *Eternal Champions* with three-button controllers, the new six-button controller and even the new Sega Activator, which allows you to control your warrior's fighting with your own movements. How's that for realism?

In *Eternal Champions* you can hone your skills with a Holy-trainer, Dexterity Spheres and Practice Spheres. Take on your opponents in a variety of match modes. Or slug it out in a battle room where you dodge projectile weapons while battling. To design each fighter's basic and special moves, Sega took video of actual combat for total realism—complete with knockouts and knockdowns.

from the most arcane and awesome martial arts known. The characters and backgrounds are comic-book style with fast, fluid

animations. And the soundtrack is cutting edge.

#### Time to Fight

You play as one of nine warriors taken from critical points across time for a special tournament. The Victor earns the right to battle the *Eternal Champion*. The battles take place in one of nine backgrounds keyed to the warriors. Win and you get to return to your own time and the life stolen by the Fates. Each warrior has a look and special attacks all his own. The game delivers complete character bios in the Information option.

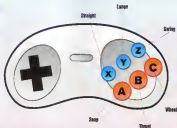
With competition so stiff in the fighting game field, good titles have become hard to find. Take a close look at *Eternal Champions*. We know you'll be normally grateful.

#### HOT HINTS

- ✓ Learn to use **Taunts** to hamper your opponent's Special Moves.
- ✓ Try using **Shadow's Shadow Mode** at the start of each match.
- ✓ **Offense** is the key to playing as R.A.J. Use **corneas**, **Overkills** and **Jel Kneo Smashes** to dominate your enemy.
- ✓ When **Slash** is cornered, break out with the **Hammer Head-Butt**.
- ✓ **Midnight** is most dangerous when he's in **close**.
- ✓ **Phase** often wins using **Jetta** and then spend your time on a hit-and-run style offense.



#### Six-Button Control



## Shadow Yamoto



**Time Period:** 1950 A.D.  
**Fighting Style:** Taijutsu (Ninjutsu)  
 Shadow mixes Taijutsu with the art of invisibility (Mokuton) and uses kicks, throwing stars, smoke bombs and various poisons.

### Standing Basic Moves

Straight (A)



Swing (A)



Lunge (F)



Throw (B)



Swing (D)



Wheel (C)



## Special Moves



**Flying Kick** — Charge by pressing **Away** for two seconds, then **Forward** and **Button Z**. Does 15% damage.



**Smart Swords** — Press **Buttons A, Y** and **Z** simultaneously for two seconds. Will appear behind opponent unless hit by **AB, BC, D1** or **T2** for response in four corners of room. Does zero damage.



**Ninja Weapon** — **Button X** is **Charge** by pressing **Away** for two seconds, then **Up** and **Button Y** is **Fast**. **Charge** by pressing **Away** for two seconds, then one of three options: **Forward** and **Buttons A** or **T** for **Star**, **Forward** and **Buttons X** or **T** for **Shuriken**, or **Up** and **Buttons X** or **T** for **Explosive**. Does 11% damage.



**Twirling Fan Attack** — Charge by pressing **Away** for two seconds, then **Toward** and **Buttons A** (for one hit), **B** (for two), or **C** (for three hits). Each **Twirl** does 4% damage in a mix of 12%.



**High Jump Kick** — Charge by pressing **Down** for two seconds, then **Up** and **Button B**, then either **Forward** or **Backward** for **Corner**. Does 12% damage.



**Shadow Strike** — Press **Buttons A, B** and **C** simultaneously for three seconds. Does zero damage, and allows you to attack for five seconds without getting hit.



**Fresh Start** — One of three simultaneous **Buttons** presses: **A** and **B** for **Slow Start**, **B** and **C** for **Medium Start**, and **A** and **C** for **Super Start**. Does 4% damage.



## Jonathan Blade



**Time Period:** 2030 A.D.  
**Fighting Style:** Kung Fu  
 Known as the "Iron" method, allows flexibility of thought, action, and power, and minor and major moves to deal with changing situations as needed.

### Standing Basic Moves

Straight (D)



Swing (B)



Lunge (T)



Throw (H)



Swing (C)



Wheel (G)



## Special Moves



**Iron Beam** — Charge by pressing **Away** for two seconds, then **Toward** and **Button Z**. Does zero damage (defensive).



**Personal Shield** — Press **Buttons X, Y** and **Z** simultaneously for three seconds. Does zero damage (defensive).



**Wild Fury Attack** — Press **Buttons A, B** and **C** for two seconds. Does up to 20% damage at 2% per hit.



**Tracking Blade** — Charge by pressing **Away** for two seconds, then **Toward** and **Buttons B** and **T**. Does 15% damage.



**Initiative** — Press **Buttons A** and **C** for three seconds. Does zero damage (defensive).



**Predictable Containment Field** — Press **Buttons A** and **B** for 1.5 seconds. Does zero damage (defensive).



**Power Drain** — Charge by pressing **Away** for two seconds, then **Toward** and **Button C**. Does zero damage (drains Near strength).



## Jetta Max



Time Period: 1935 A.D.

Fighting Style: Sincro/Pescu Sinc

Jetta mixes two fighting styles from differing regions. Sincro is a French hand and foot fighting that is known for its flamboyant kicking techniques, Indonesian Pescu Sinc is mostly an empty-hand technique that combines evasion and lightning-quick strikes.

### Standing Basic Moves

Straight (X)



Side (X)



Lunge (Y)



Thrust (B)



Swing (Z)



Wheel (C)



## Special Moves



**Flying Circle Kick** — Charge by pressing Away for two seconds, then Forward and Button Z. Does 15% damage.



**Flash** — Press Buttons X, Y and Z simultaneously for two seconds. Does zero damage (speeds Jetta significantly).



**Coiling Grail** — Charge by pressing Down for three seconds, then Up and Button Y. Does zero damage (lets Jetta go coiling and launches projectile).



**Blotch** (This move can be done only while phased) — Press Down for two seconds, then Up and tap either Button C to blow an oil drift side of impact or Button A to hit on the left. Does 12% damage.



**Death Dive** (This move can be done only while using Coiling Grail) — Press Buttons A, B and C simultaneously. Does 25% damage.



**Electrifying** — Charge by pressing Away for two seconds, then Forward and tap either Button X for one hit or Button Y for two hits. Does 10% damage.



**Recorder** (This move can only be done while phased) — Press Buttons A and C simultaneously. Does zero damage (attractive).

## Larcen Tyler



Time Period: 1920 A.D.

Fighting Style: Praying Mantis Kung Fu  
Praying Mantis Kung Fu, which originated in the Shaolin temple, allows smaller fighters to defend against larger and stronger attackers.

### Standing Basic Moves

Straight (X)



Snipe (Z)



Lunge (Y)



Thrust (B)



Subby (Z)



Wheel (C)



## Special Moves



**Coiling Crawl** — Charge by pressing Down for two seconds, then Up and tap Button C. Does zero damage (places Larcen in coiling).



**Hit Swirl** — Press Buttons A and C simultaneously. Does 15% damage.



**Refill Back Projectile** — Press Away and Button X. Does double the damage of the projectile.



**Coiling Dive** — Press Buttons A and Z. Does 10% damage.



**Long Distance Swirl** — Charge by pressing Away for two seconds, then Forward and Button Z. Does 10% damage.



**St. Thyme** — Charge by pressing Away for two seconds, then Forward and either Button X, for slow blow or Button Y for fast blow. Does 15% damage.



**Power Swirl** — Press Buttons A, B and C simultaneously. Does 10% damage.



**Sweeping Hammer Top** — Press Buttons X, Y and Z simultaneously for two seconds. Does 17% damage.

## Slash

Time Period: 699 B.C.

Fighting Style: Pain

Simply but effective, Pain incorporates any move or attack that can cause damage and/or pain. Pain includes (but is not limited to) eye poking, ear-drum popping, rock throwing, needle pinning and hair pulling.

### Standing Basic Moves

Straight (3)

Side (3)



Large (7)

Thrust (6)



Swing (3)

Wheel (6)



## Special Moves



**Sunset by Club Swing** — Press buttons X, Y and Z simultaneously. Over 1.5 seconds increases damage by 5%, for a max of 10% damage in 5.5 seconds.



**Double Flashed Kick** — Press Buttons A and C simultaneously for 1.5 seconds. Does 14% damage.



**Spinal Crush** (this move must be performed while in Spinal mode) — Press Forward and Button 1. Does 4% damage per second, to a max of 18% damage.



**Go-Go** — Charges by pressing Down for two seconds. Then Forward and Button 2. Does 12% damage.



**Burning Head-Roll** — Charges by going Away for two seconds. Then Forward and Button C. Does 15% damage.



**Power That Also Swims** — Press Buttons Y and Z simultaneously. Does zero damage but freezes your opponent.



**Six-Track Projector** — Press Buttons X and Y for 1.5 seconds. Does double the projectile's damage.

## Trident

Time Period: 113 B.C.

Fighting Style: Captain

Adapted by African slaves, this Brazilian form of combat considers the foot one's strongest weapon and the head the weakest target. This style involves kicking, somersaults and hand-springs.

### Standing Basic Moves

Straight (3)

Side (4)



Large (7)

Thrust (6)



Swing (3)

Wheel (6)



**North Star in Field** — Press Buttons X and Y simultaneously for three seconds. If opponent contacts field within three seconds of charges, they will lose more as if underwater for eight seconds.



**Six-Star Field** — Press Buttons 1 and 2 simultaneously for three seconds. If the opponent contacts field within three seconds, they will then only half damage for eight seconds.



**Six-Star Field** — Press Buttons A and B simultaneously for three seconds. If the opponent contacts field within three seconds, they will then freeze for eight seconds.



**Spinning Trident** (this move is done two different ways) — Whirlwind #1: Press Buttons X, Y and Z simultaneously for two seconds. Does 15% damage. Whirlwind #2: Charges by going Away for two seconds. Then Forward and Button 1. Does 11% damage.



**Receptor Field** — Press Buttons B and C simultaneously for three seconds. If the opponent contacts field within three seconds, they will be opened for eight seconds.



**Plasma Jet** — Charges by going Away for two seconds. Then press Forward and Button Z. Does 15% damage.



## Xavier

Time Period: 1952 A.D.

Fighting Style: Raykido Game Fighting

Raykido emphasizes a code of movement counter-defense. If one's attacker uses a strong blow, it is met with a soft reception and counter-move (and vice versa). The cane is used in fluid and circular motions.



### Standing Basic Moves

Straight (D)



Side (K)



Lunge (T)



Thrust (B)



Swing (Z)



Wheel (C)



## Special Moves



**Screen Trip** — Charge by pressing Down for two seconds, then Toward and Button 2. Does 15% damage.



**Snap Kick** — Charge by pressing Down for two seconds, then Toward and Button 2. Does 8% damage.



**Affect and Attack** — Press Buttons A, B and C simultaneously for three seconds. Does 12% damage.



**Identity Change** — Press Buttons X, Y and Z simultaneously for three seconds. Does zero damage, but randomly changes opponent to another fighter for a short time.



**Sleep Spell** — Press Buttons X and Y for two seconds. Does no damage, but traps position with opponent.



**Mirror Touch** — Charge by pressing Down for two seconds, then Toward and Button 3. Does no damage, but forces opponent to follow-up hit.



**Confuse Spell** — Press Buttons A and C simultaneously for two seconds. Does no damage, but randomizes opponent's B-Button and Buttons for a short time.

## Mitchell MidBeton Knight (Midnight)

Time Period: 1967 A.D.

Fighting Style: Just Run On

Known as the "way of the intercepting foot," this style is a collection of mental and physical concepts, combat maneuvers and attitudes developed by the Dragon, Bruce Lee.



### Standing Basic Moves

Straight (D)



Side (K)



Lunge (T)



Thrust (B)



Swing (Z)



Wheel (C)



## Special Moves



**Hit, Blocking, and Counter** — Press Toward and Button X. Takes 1/10th of enemy's life force and transfers it to Midnight.



**Charge** by pressing Down for 1.5 seconds, then press Up and Button C. Does 8% damage.



**Hit, Block, and Counter** — Press Buttons A and C simultaneously for two seconds. Does 8% damage.



**Charge** by pressing Down for 1.5 seconds, then Toward and Button C. Does 8% damage.



**Charge** by pressing Down for two seconds, then Toward and Button 2. Does 15% damage.



**Charge** by pressing Buttons A, B and C simultaneously for two seconds. Does zero damage, but drains enemy's power strength for 50 seconds.



**Charge** by pressing Buttons A, B and C simultaneously for two seconds. Does 18% damage.



## R.A.X. Coswell

True Power: 2345 AB

Fighting Style: Muay Thai Kickboxing

This style is a mixture of powerful kicks and devastating blows with both fists and elbows. It is one of the bloodiest fighting styles known.

### Standing Basic Moves

Strike (X)

Snap (A)

Lunge (Y)

Thrust (B)

Sway (Z)

Wheel (C)

**Air Jet** — Charge by pressing Down for two seconds, then press Up and Button B. Thrust lasts five seconds or can be overriden by Button B. Does 5% damage on Bame contact only (defensive).

### Special Moves

**Lock and Load** — Press Buttons A and B simultaneously for two seconds. Does 10% damage.

**Cyber Punch** — Press Buttons X, Y and Z simultaneously for two seconds. Does 10% damage.

**Cyber Kick** — Press Buttons A, B and C simultaneously for two seconds. Does 10% damage.

**Jet Kick Smash** — Charge by pressing Away for two seconds, then Forward and Button C. Does 10% damage.

**Overload** — Press Buttons A and C simultaneously for two seconds. Does 20% damage.

**Turbine** — Charge by pressing Away for two seconds, then Forward and Button A (defensive).

### Overkills

Finding the Overkills embedded in the nine backgrounds is great fun. We are not going to give them away other than to show you a close-up peek at a few



# WE DON'T MAKE WE MAKE THE

Get this—your controller is not obsolete. This might come as a bit of a surprise, since this magazine's loaded with ads trying to tell you that your controller is a piece of junk.

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PRO THRASH™



needs connected to any button on your exchangeable controller. So in *X-Men™*, you hit one button to make Wolverine do a spinning-slashing jump. Starting to get the picture?

Look out for that—**CRASH™**—oh, Welcome to **POWER PLUG'S POWER STEERING™** mode. This is working professional steering. No more all right, all left.

POWER STEERING



Steer a little, get a little. Steer a lot, get a lot. Master Jaguar *XZZZ™* and go ask your old man for the keys. He will, of course, say no, but it doesn't hurt to ask.

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GENESIS

TYCO

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# sega GAME Feature SONIC CD

## OVERVIEW

If you have Sonicmania, just wait until you see the speedy blue guy on your Sega CD. This is the title Sega CD players have been waiting for. Sega's heroic hedgehog is spinning adventure up to The Next Level with Sonic CD. Sonic's first CD adventure, Sonic CD gives you over 60 levels of action-packed, ring-grabbing fun in the past, present and future. The Sega CD has given Sonic power to do things he never could before. Spectacular time travel warps. 3-D looping and bonus rounds. A new Speed Run that's almost as fast as his Spin Attack. Killer Q Sound™ sound effects that will have you looking all over your living room for scattered Rings. A hot rockin' soundtrack containing 35 new Sonic songs. And Metal Sonic, Dr. Robotnik's most evil creation yet!



**S**onic CD features a multi-cartoon opening that sets the stage for the adventure, showing Sonic and his world like you've never seen them before. As with any game in the Sonic series, Dr. Robotnik is the bad guy and the key to beating Sonic CD is to capture a series of special emerald-like stones, in this case, Time Stones.

The object is to keep the evil, egg-shaped Doc from ruling the world by bending time with the

Stones. And, you have to rescue your sweetheart hedgehog-ette, Princess Sally, from Metal Sonic.

You can only get the Stones by smashing all the UFOs in the Bonus Rounds. And to get to a Bonus Round, you need to have at least 50 rings and jump through the large golden ring you'll find at the end of a round. Rescuing Sally calls for finding Metal Sonic and beating him at his own game.



Caught between the Future and the Past? Which way to go? Here to the Present, Sonic can go either way. From the Past you can go to the Future and from the Future you can go back to the Past.



The opening animation shows Sonic like you've never seen him before. This heroic hedgehog is all business.



Dr. Robotnik's aerial fortress is not only out there, but up there.



Smash off Dr. Robotnik's UFOs and you'll get a Time Stone. There are seven in all.



You must remember this...a kiss is just a kiss...Ain't it grand? Sonic has a sweetheart, the fair Princess Sally.



Floor fans in the Green Round run ways will send Sonic to a vertical spin...and will take up precious time. Watch your step.



You've never seen Sonic make a run like this. Hit the ramp with enough speed to make it to the top, then hang on!



Unfortunately, Sonic also has a new enemy...Metal Sonic. It has swiped Princess Sally. Now Sonic is in hot pursuit, after Robotnik and his evil, rock-al-powered creation. Remember that in Robotnik's domain, robots are never what they seem.

Take your jumps past these jets to the Wacky Workbench or you'll wind up as Sonic-bo-ice.



Jump to save some spawning. You can crash Sonic into the UFOs by steering him with the D-Button.

Blast past these to mark your place in the road. Lose a life and you'll continue at this spot.

Watch those red shoes burn! Sonic's got a new move. Press D-Button Up and Button C to give him a supersonic run.

Use Robotnik's first boss machine can be beaten by getting past the humpers and delivering a few Spin Attacks.



## HOT HINTS

- ✓ Sonic CD is huge. Each of the roads has a Past, Present and a Future. Plus, there are seven bonus roads:

  - Painted Panic
  - Collision Chase
  - Rival Rampage
  - Quartz Quadrant
  - Wacky Workbench
  - Starburst Speedway
  - Metallic Madness

- ✓ Sonic has two speed moves, the Spin Attack and the Speed Run. Press D-Button Down and Button C for the Spin Attack. Press Up and Button C for the Speed Run.
- ✓ You need 50 Rings at the end of a level to get into the bonus level.
- ✓ 100 Rings will give you another life.
- ✓ If you beat the game without collecting all the Time Shoes, you can play in the Time Attack mode, which lets you play any Zone again the last, over and over again. Use this feature to perfect your skills.
- ✓ Obstacles in the Present may not exist in the Past or Future.
- ✓ Robot enemies with sharp, spiky hocks will knock Sonic loose from his files if you land on them, even when you're on them, even when you're on them.
- ✓ Electricity, cold flames and other power hazards can cause problems, even when you're on them. Find every Shield and Invincible you can.
- ✓ You get points for every creature you turn into Rats and Tanks.

# sega GAME GEAR

## Feature

# SONIC THE HEDGEHOG CHAOS™



### OVERVIEW

Sonic is back, Jack! Sonic Chaos from Sega is the third Sonic title for the Game Gear. This new super-Sonic treat brings you plenty of what makes this blast-based hedgehog great. Add his new Rocket Shoes and the ability to play as either Sonic or Tails and you've got another big burst forward in the Sonic saga. Our Blue Hero takes you on a one-player romp across the landscape of South Island. Travel through six Zones made up of three Acts each and six different Special Stages where you grab the mystical Chaos Emeralds. Sonic and Tails have to use all their super speed and spectacular stunts to stop Robotnik in this blazing game.



### Tails or Sonic?

You can play as either Sonic or Tails in Sonic Chaos. The game has two difficulty levels. You want the rougher ride? Choose Sonic — he starts with three lives, but no Continues. Want to take it easier?

Choose Tails — he starts with five lives and five Continues and can fly over the more difficult obstacles. Each player earns a Continue for every 25,000 points scored. Either way, you face all the same dangers with either player. As Sonic says, "Gotta slide, Clyde!"



Free your friends by hitting either Bunnies for a Spin Attack.



Press down and Button 1 or 2 to rev up your Spin Dash to take out enemies from the side.



Use these Pope Spinners to bounce across the level at high altitude. Press Button 1 or 2 to get off the Pope.



Sonic's new Rocket Shoes last for only about five seconds. Use them wisely.



Fly Tails up to check out the higher areas. He only has five seconds of flying time before he has to rest.



Collect lots of Rings in the boss stages. When you get hit you can recover a bench each time.



There are 1-ups hidden in each level. Find 'em!



Don't spend too much time collecting too Rings in the Special Stage. Go for the Chaos Emerald at the End.

### HOT HINTS

- ✓ Collect 100 Rings to get an extra life. Every 100 Rings collected by Sonic in the first two Acts of any Zone will send him to the Special Stage.
- ✓ Blast through walls, floors and overhead blocks to gain access to Rings and Secret Rooms with power-ups.
- ✓ Press the B-Button Up or Down to look above and below you for goodies and dangers.
- ✓ You may need to use some of the henchbots as springboards. Don't knock 'em off too soon.
- ✓ Use the Super Spin Dash to zoom over roof edges and walls.
- ✓ Your score at the end of each Act is dependent on how many Rings you collected and how fast you blazed through the road. Remember, 25,000 points gets you a Continue. Rack up those points.

ReadySoft Incorporated & Epicenter Interactive Present

# DRAGON'S LAIR



## This Knight's having a bad day...

Daphne's missing, the Mud Men trashed your armor, the Shape Shifter's in your face, the Lizard King's a jerk and the dragon's all over you!

Now you're in control of Dirk the Daring, armed with a sword and an attitude. Slash your way through the castle of the dark wizard and rescue Princess Daphne from the clutches of Singe the Evil Dragon!

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# Go For The



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Yeah, you heard it right, steer with your feet and break with your hands, all at 60 miles per hour.



## DOWNHILL

Speed is king on this course, one mistake and it's all over.



## FREESTYLE-MOGULS

Let it all hang out, bang the moguls, do some aerials and don't break your neck.



## BIATHLON

It takes the stamina of a crosscountry athlete and the eye of a marksman to win this event.

## BOBSLEIGH

Take them first but hit them right - this race is won or lost in the turns.



The official U.S. Gold logo for Sega Genesis and Game Gear. The logo is a gold oval with the words "U.S. GOLD" in a stylized font. Below the oval, it says "OFFICIAL SEGA GENESIS AND GAME GEAR".



**Sneak  
Peek**

# GENESIS

## INSTRUMENTS OF CHAOS™

### ...starring **YOUNG INDIANA JONES™**

**I**nstruments of Chaos spans the globe. Your mission is to search out and prevent the transfer of vital weapons technology between the agents of various countries and some notoriously nasty Nazi agents. Young Indy's adventures take him across the frozen, icy mountains of Tibet, into India where danger lurks around every corner, across the Egyptian deserts into the mysterious pyramids—even across the dangerous high steel bridges of England. If you are successful, you'll travel on to Germany to take on the spy master himself.

This is the Indy you know and love...one step ahead of danger. You have at your disposal a whip, pistol and grenades, plus power-up items found throughout the game in crates. Indy's whip animations are so lifelike that you'll jump

in your seat at every "crack!" In addition to knife-throwing secret agents, you'll have to fight a cut with all manners of ill-tempered critters and be extremely cautious of the treacherous landscape at every destination.

Go ahead. Beat the dust off your leather jacket. Join forces with Young Indiana Jones and save the world again.



You'll get your initial briefings at night, by another agent in a trench coat.



You can take on the Destinations in any order you wish, except Germany. That one's last.



Tibet's snow-covered mountains are a backdrop for the frozen lake. One split into the icy water will send you back to the beginning.



Indy's gun is a useful weapon against hordes in the streets of India. The pesky monkey follows you everywhere, trying to steal your things.



Teletype messages keep you apprised of what needs to be done...and what has occurred.



The Egyptian pyramids are filled with treasure...and dangerous traps.



Lightning strikes during the night, and you can't rely on shooting explosives.

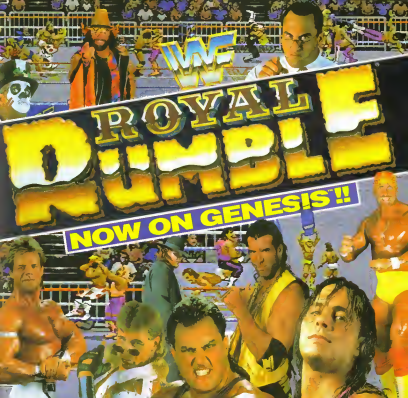


Fireworks and red-hot rivets speed across screens in the London.

## OVERVIEW

Grab your whip, your pistol, your brown fedora and prepare for a world of adventure. Instruments of Chaos™ Starring Young Indiana Jones™ by Sega brings you into the exciting World War II era as the daring young archaeologist and secret agent.

**NOT YET  
RATED**



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**Sneak  
Peek**

**GAME GEAR**

**MARVEL  
COMICS**

# X-MEN



Cyclops fires his Optic Eye Blast at an enemy in Madripoor.



A devil on the Jung Rokus will give you a Spin Jump to reach higher areas.



Psylocke in the Savage Land.



Psylocke in the Hellfire Club.



The Start Screen switches the X-Men's Mutant Power on and off. Here we see Nightcrawler in the Broad Core.



## OVERVIEW

Marvel Comics' X-Men take on their oldest and most dangerous enemy, Magneto — in X-Men for the Game Gear from Sega. Following on the heels of the massive Genesis hit of the same name, X-Men on Game Gear is an all-new game with six levels of x-plusive action. Join your favorite X-Men characters as they try to keep the Vice President of the United States from being kidnapped. Play as any one of the seven available members of the X-Men team against the forces of evil.



**T**ake on the Mutants Sebastian Shaw, Callisto and the Brood Queen. You choose the X-Men team member whose mutant powers will meet the challenge head on — and dead on. Play as Cyclops with

his Optic Eye Blasts, Nightcrawler the swashbuckling comedian, Psylocke the mighty telepath or any of the other four X-Men members. Fight each boss and their minions through regions like the Hellfire Club, Madripoor, the Maelstrom Tunnel and Savage Land.



Storm waits in an elevator in the Hellfire Club.



Nightcrawler in the Maelstrom Tunnel. Callisto's got to be around here somewhere.

# MALL

ONE STOP SHOPPING FOR SONIC™ GOODIES

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ONE SIZE FITS ALL  
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8 1/2 FEET OF SNAPTRACK LAP COUNTER  
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4 STAGES OF  
SONIC ATOMIC FUN



ITEM# WG02  
\$13.95  
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HOME PHONE ( )		DAYTIME ( )	
ITEM#	ITEM DESCRIPTION	SIZE	QTY PRICE SHIP&HAND TOTAL
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OHIO RESIDENT SALES TAX 5.5%			
TOTAL ENCLOSURE			

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**Sneak  
Peek**

**GAME GEAR**

# THE SIMPSONS BART VS. THE WORLD



## OVERVIEW

Cool, man! Bart vs. the World from Flying Edge for the Game Gear sends Bart and the entire Simpson family on a world-wide treasure hunt. Battle Homer's boss, Mr. Burns, who intended for this grand prize vacation to be a one-way ticket. In this one-player action cart you'll visit the Great Wall of China, Egypt and even the North Pole. Search for items and family members and complete puzzles in your attempt to get home again.



Each area of the world is broken into two action areas and a puzzle. Complete these and you move on to the next region of the world. For instance, go to China and you will sail the China Sea while searching the ship for your family and things to collect. Then you move on to the Great Wall and do some seriously gnarly skateboarding atop the Wall itself, jumping tourists and snatching items. Lastly, you go to the puzzle stage where you slide the tiles around until the Simpsons cartoon is whole again. Finish the region and you are on to Mr. Burns' next diabolical quest.



The Bartman himself, climbing the mast of a sailing ship in China.



Look! Maygal's town on the ship's radar.



Fight an abominable snow-creature in the frosty ice region.



An old talking icicle in a puzzle stage.



Fight Gears on the Great Wall of China.



Attempt some wild jangle while skating on the Wall.



Push the tiles around until you've solved the puzzle.



Fry! What's Homer doing standing from the Sphinx in Egypt?



Fight your way across the Sahara, collecting items along the way.

The Simpsons TM and © 1993 Twentieth Century Fox Film Corporation. All rights reserved.





In the intro, newspaper headlines scream of corporate war in the Brain Systems.



Intense warfare — the next frontier.



The time...deep below. The place...an inner galaxy.



This is war. Each corporation has its own soldiers.



Diving through arteries in your micro-submersible, you take out viruses that spell doom for your corporate president.



Time is running out. Destroy those defensive droids in a fast and furious game of hide-and-seek.



Fight your way through to the neural area of the body.



#### OVERVIEW

Join in a battle between corporate mega-giants in *Microcosm* from Psygnosis. This CD shooter takes you inside the body of a corporate mogul in a search for a brain manipulation droid planted by a rival company. Blast attacking viruses and enemy defensive probes in this one-player, multi-dimensional thriller. Over 500 megabytes of graphics and sound combine to bring you cinematic-style images with an original soundtrack by Rick Wakeman, a founding member of the rock group Yes. Fight through six different areas of the body in a journey to the center of the mind.

**HOT YET  
LATE!**



You are flown in via Red Cross helo to the operating theater, Cybertech's corporate headquarters.



# STELLAR FIRE



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Stellar Fire™ pits you against the Draxon, an evil entity which is devouring everything in its path. And Earth is about to become desert.

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It's so challenging you could just die. And you will. Again. And again.



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GAMES

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Review  
It**

**SEGA CD**

# sega CD Roundup

The Sega CD is the hottest game system on the market and one of the fastest growing game systems in the world. Most Sega Visions readers either own a Sega CD or are about to get one. Those who don't are missing out on the fun.

This holiday season marks a year of Sega CD. In that year, the Sega CD has established a new standard for gaming. Sega CD disc games are bigger. Have true music and sound. Are packed with game play. And offer cinematic realism unlike anything available in cartridge form. The best news is that the list of Sega CD titles is growing like wildfire.

**W**ith over 40 titles already available, companies everywhere are scrambling to bring you the best and most innovative games ever developed for in-home play. Whether a new Sega CD owner or a veteran player, The Next Level of fun is roaring your way

and as always, Sega Visions is here to turn you onto the latest and the best. And here it is: The most current Sega CD games and those on the way. Shooters. Action and adventure. Role play. Sports. Thrillers. Sonic. And there's even more coming for 1994.

## Adventures of Willy Beamish

Based on the famous PC title, this interactive disc takes you on a hap-haz adventure to the Naples video game championships. The game features digitized voice, comic subadventures and more than enough crazy scenes to keep you laughing.



Produced By: Dynamix

## Afterburner III



Sega's most famous jet fighter series has appeared on arcade, on the Genesis and just about everywhere else. It's a perfect title for Sega CD, with sharp graphics and awesome aerial combat game play.



Produced By: Sega

## AH3 Thunderstrike



This chopper combat game features solid polygon graphics and intense game play. Likelike control lets you hover, bank and dive as you wage war against air and ground-based targets. This is a game that makes you earn your wings.



Produced By: JVC

## Batman Returns



Based on the Caped Crusader's second movie, this hot disc features excellent game play, an original music score and one of the best driving games around. You play as Batman in an adventure to stop the Penguin.



Produced By: Sega

## Bill Walsh College Football

EA's going to make you a student of football with this new poppin' disc. Offering multiple-player compatibility and detailed play-by-college rules, you'll have your games hosted by Bill Walsh and Ron Bart, complete with digitized voice. With 48 teams to choose from, including the top 24 from 1982 and since 1978



Coming Soon From Electronic Arts

TEAM RANKINGS			
Rank	Team	Points	Wins
1	Alabama	100	10
2	Arkansas	95	9
3	Auburn	90	8
4	Georgia	85	7
5	Florida	80	6
6	LSU	75	5
7	Michigan	70	4
8	Nebraska	65	3
9	Ole Miss	60	2
10	South Carolina	55	1

## Black Hole Assault

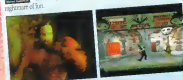
A Sega CD staple, *Black Hole Assault* is one of the first robot-battlers to appear on this platform. Fighting as one of many robot warriors, you get to punch, kick, claw, throw and otherwise maim other robots in a variety of planetary backgrounds. This one is becoming a legend.



Produced By: Extreme Entertainment

## Bram Stoker's Dracula

Take on the Master of the Undead in Sony's long-awaited hit. The game includes digitized footage and cues from the movie soundtrack. In addition to accomplishing a specific job in each mission, you'll have to duke it out with Drac's evil hordes. A nightmare of fun.



Produced By: Sony Imagesoft

## Chuck Rock

NOT YET RATED

The original stone-headed Neanderthal's first CD. Chuck needs to incorporate his beautiful bride from the stony clutches of a covanant Lethario. The game states are funny. Chuck is a true character who will keep you moving with good action game play and more than a little humor.



Produced By: Sony Imagesoft

## Chuck Rock II: Son of Chuck

NOT YET RATED

Chuck's stone-age son is the hero of this riotous disc. Pop's been kidnapped. As this first-encounter babe in swappin', your job is to get him back. Your main weapon is a club quite a bit bigger than Chuck Jr., which he drags along behind him. All of the same fun and antics of the original Chuck, but in a younger, fresher mix.



Coming Soon From Virgin Games

## Double Switch

NOT YET RATED

Follow the adventures of strange Eddie and the Edward Arnes, a sordid apartment building with a lot of secrets. You've been locked in the basement. A package has arrived covered with government stamps. Someone has turned off your security system. And one of the most exciting interactive mystery movie games is about to begin. The building is full of friends and enemies and possibly a hidden treasure of untold wealth. Which may or may not be good. In the Edward Arnes, nothing is as it seems.



Coming Soon From Sega

## Dracula Unleashed

NOT YET RATED

Sega's *Dracula Unleashed* puts you against the Master of Darkness as Alexander Morris in a battle to save his fiancée from unending life as a vampire. The game contains five video sequences, digitized voice and more suspense than a vampire movie. QSound™ will keep you looking over your shoulder, expecting the Master's touch!

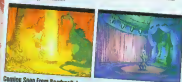


Coming Soon From Sega

## Dragon's Lair

NOT YET RATED

Based on the first laser-disc arcade game, *Dragon's Lair* brings the famous sword-swinging knight to the Sega CD. The game features all the arcade action, cartoon-quality animation and great humor.



Coming Soon From Disney, Inc.

## Dune

GA

Frank Herbert's *Dune* book series has become a modern classic. Virgin Games has captured the feel of the *Dune* world with this new CD release. Based on the storyline of the first movie, you play as a young Atreides come to the planet Arrakis. The game takes place in first person and is solid sci-fi adventure.



Coming Soon From Virgin Games

## Ecco the Dolphin

GA

*Ecco the Dolphin's* quest to save her family pod has become a Sega CD legend. You control the smooth, fluid motions of this wonderful mammal as he searches across the oceans of the world, and even across time and space. The game involves spending with many creatures under the sea, battling sharks, unlocking the secrets of Atlantis and more. The soundtrack and effects were recorded in QSound™. Play *Ecco the Dolphin* CD through a stereo for an experience that will let you know what it is like to be a dolphin.



Produced By: Sega

## Final Fight

NOT YET RATED

Once an arcade smash hit, *Final Fight* is a direct port of this vicious head bashing, body slapping, brawling game. One or two players simultaneously can bash it out against the Mad Gear gang in a mission to rescue Jessica, Mike Haggar's daughter. You can play as Mike or one of two other characters.



Produced By: Sega

## Ground Zero, Texas

NOT YET RATED

TriVideo™ technology brings the Sega CD's unique mix of live video and game play to new highs in this alien-battling adventure. Directed by Dwight Little, who did *Halloween 4*, *Ground Zero, Texas* is an interactive battle to protect the world by stopping aliens from invading El Gador, Texas. You control four mercenaries and experience to steal alien weapons and use them on their creators. The game contains over 70 minutes of interactive movie action.



Coming Soon From Sega

## Hook



Based on the recent movie and containing digitized footage, Hook CD puts you into the slightly night suit of a grown-up Peter Pan. You go back to Neverland to rescue your kids from the treacherous Captain Hook.

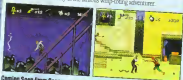


Produced By: Sony Imagesoft

## Instruments of Chaos Starring Young Indiana Jones



Get in on the World War II adventures of Indiana Jones as a younger man. This well-balanced CD takes you across the world as a secret agent in search of Nazi agents trying to gain new weapons technology. Your mission is to stop the exchanges and take down the Nazi spy leader on his own turf. Fantastic music and sound with action worthy of the famous whip-toting adventurer.



Coming Soon From Sega

## Jaguar XJ2200



JVC's Jaguar XJ2200 is every driving fan's dream. Strap in behind the wheel of the hottest Jag of all time for racing where you can take on tracks from all across the world or custom design your own challenging raceway.



Produced By: JVC

# Sega CD Roundup

## Jurassic Park



Anyone who has seen the movie will want to play Jurassic Park CD. The game begins where the movie ends. You play as a scientist sent back to the island to collect the eggs of seven different species of dinosaurs and put them into the incubator in the Visitor Center. Game play combines digitized video and 360-degree views, a complex array of tools and ways to use them, puzzles, dinosaurs and some additional surprises. The soundtrack was recorded in QSound™ for ultimate realism. We think you'll become an raptured by a



Produced By: Sega

## Lethal Enforcers



Any arcade player is going to recognize Lethal Enforcers. A direct port of the arcade hit, you take up a control pad or a Konami Justifier™ gun-controller as a cop trying to clean up the streets. Digitized video backgrounds and characters add to the blunt... and sometimes bloody... realism of the game.



Produced By: Konami

## Lunar: The Silver Star

NOT YET  
RATED

Big-time adventure role-play is finally coming to the Sega CD. Working Designs' first Sega CD title, *Lunar* contains over 4 megabytes of text alone. The game is huge, spattering continents and space in an adventure to become a Demonmaster. The game has animated graphics, digital voice recordings and grand, sweeping music. *Lunar: The Silver Star* loads quickly and has an AI feature that makes combat a breeze.



Coming Soon From: Working Designs

## Mad Dog McCree

MA-13

Take to the Wild West with your control pad or Mouse™ in an all-around-town gunfight with Mad Dog and his cohorts. It'll take some fancy shootin' to win this one. Cuttin' 'em down ain't necessarily the focus. You'll have to shoot signs and defend dynamite, among other things... all with your Mouse.



Coming Soon From: American Laser Games

## My Paint

GA

Saddleback's first Sega CD contribution is a paint disc that is a great way for young gamers to get involved. *My Paint* features all the cat, paste and template features of adult paint programs, but with the form, functionality and fun of a kid's game.



Produced By: Saddleback Graphics

## NFL Football '94 Starring Joe Montana

GA

Joe has been a Sega staple, allowing you to punt, pass, kick and throw with the best. *NFL Football '94* Starring Joe Montana takes this excellent history of game play and makes it even more real with awesome scaling and realism, behind the Quarterback. Views, stunning graphics and total realism. A must for any football fan.



Produced By: Sega

## NHL Hockey '94

NOT YET  
RATED

NHL and NHL Players' Association licenses ensure that you're going to get real hockey action on this disc. *NHL Hockey '94* contains over 300 video clips of NHL action triggered by events in the game, commentary by Ron Buer, over 70 new pieces of original music and updated '93 team rosters and player ratings. This is a die-based hockey lover's dream.



Coming Soon From: Electronic Arts

## Night Trap

MA-17

One of the more controversial titles of the year, *Night Trap* features a "B movie" type of cinematic horror that is more fun than frightening. You control a security system in a house full of vampires. Your mission is to trap them before they turn a group of visiting guests into vintage vampire nectar. The game was built from digitized video for realism and unique game play.



Produced By: Sega



## Prince of Persia



One of the most famous PC games, *Prince of Persia* is just as big and adventurous on the Sega CD. Thrown in the Sultan's dungeons, you must find a sword and escape to rescue the prisoners from the evil Jafar.



Produced By: Sega

## Road Avenger



*Road Avenger* offers a unique mix of digitized animation and action as you chase down bad guys in a supercharged road car. You must react with split-second timing to steer the car, apply brakes, accelerate and turbo to avoid such perils as running over pedestrians, embank off piers, getting crushed between trucks... to name a few.



Produced By: Animation Products

## Prize Fighter



*Prize Fighter* brings new sports realism to your Sega CD. Your opponents are real boxers, recorded specially for the game. Your punches and pils get real reactions in real time. The matches take place from your point of view, with a full support team to give you advice and mop the blood from your lip. Take a good one on the chin and you might just find yourself flat on your back, looking up at the ref.



Coming Soon from Sega

## Robo Aleste



ArCADE-style vertical scrolling and blasting are the backbone of this hard-core dace. In a feudal Japan where technology has come early, you control a suit of flying samurai armor with serious firepower. The action is hot and heavy, based on solid graphics and a techno soundtrack that keeps your feet tapping almost as fast as your fingers pound the buttons.



Produced By: Teenie

## Rebel Assault



Set in the Star Wars universe, *Rebel Assault* is 15 action-packed levels of space combat with intermission screens featuring your favorite Star Wars characters, Princess Leia, Luke Skywalker and C3-PO among them. You'll pilot three different types of fighter craft across locations such as the Death Star. Intense 3-D graphics and music taken from the Star Wars trilogy.



Coming Soon from JVC

## The Secret of Monkey Island



This hilarious PC original puts you in the dubious shoes of Guybrush Threepwood, a young pirate wannabe. In his quest for pinheadhood, Guybrush learns the most obnoxious insults known to pirates, falls in love with the beautiful female Governor of the island, takes a beating on the used ship lot and chases a pirate's ghost, among other things. With good sound effects and snappy Calypso music, *Monkey Island* is a lot of fun. Just don't repeat the insults to your friends!



Produced By: JVC

## Sewer Shark



A combination of digitized video and interactive game play, *Sewer Shark* puts you through the septic system of tomorrow bawling brags, bladders, and other noxious post-nuclear nightmares in your fancy *Sewer Shark* ship.



Produced By: Sony Imagesoft

## Sherlock Holmes Consulting Detective, Vol. 2

Following on the successful first *Sherlock Holmes* Sega CD adventure, return to the foggy streets of London to track down more dangerous mysteries as the pipe-smoking master of murder mysteries, *Sherlock Holmes*.



Produced By: Sega

## Sonic CD



*Sonic's* first adventure on the Sega CD delivers everybody's favorite hedgehog like you've never seen him before. It's all the famous *Sonic Spin Attacks* and other moves you've come to love, along with a few new moves, awesome scaling, and a soundtrack recorded in QSound™ and rockin' new tunes created just for the game. There's even a short animated cartoon at the beginning of the game that sets the story. This game is a must-have for any Sega CD owner!



Produced By: Sega

## Spider-Man Vs. Kingpin



America's favorite web-slinger battles to save the city from Kingpin in this hot new title. Cartoon-like animation scenes, real voice and a dynamic soundtrack round out this action-packed, disc-based Spidey adventure.



Produced By: Sega

## Terminator CD



The *Terminator* is one of the most popular genre villains and Virgin is giving you a chance to do him in. CD-style. Playing as Kyle Reese, you battle it out with HKs and other Cyberline metallic nightmares in the future, then go back to the past to protect John and Sarah Connor from the *Terminator*. Awesome graphics and a top soundtrack add to this fun action disc.



Coming Soon From Virgin Games

## Time Gal



One of Renovation's action-reaction type games, *Time Gal* takes you through time to chase down a dangerous villain from the future. Directional and combat moves are taken from on-screen cues. Fantastic graphics and digitized animation add to the experience.



Produced By: Renovation Products

## Total Carnage



Sega TV fans will be familiar with the basic play mechanisms of *Total Carnage*. You play as the warrior-in-the-middle in a game-like setting of total carnage... yours, if you're not careful. The music and sound effects are up to par and the action is non-stop. A good run 'n' gun title.



Coming Soon From Black Pearl/THQ

## Wolfchild



*Wolfchild* places you in the paw prints of a scientist's son who has the ability to transform into a wolf. Along with solid graphics and sound effects, the game has tons of enemies, lots of special weapons and challenging game play.



Produced By: JVC

## Video #1 Kriss Kross



"Jump, jump! Kriss Kross'll make you" you get the idea. The object of this funky disc is to create music videos that contain elements radio call-us ask for. You have control over a VJ's dream board able to mix and match three different video channels with special effects.



Produced By: Sony Imagesoft

## Wonder Dog



This kid's game will have you taking another look at man's best friend. *Wonder Dog*, a puppy refugee from the planet K-Nutts, dons a colorful suit and battles evil on Earth so he can return peace (and a good game of fetch?) to his home planet, K-Nutts. The music and graphics are great for your-gen gamers, but the game play can be challenging. Parents and kids can get together with this one.



Produced By: JVC

## Video #2 C&C Music Factory



Designed along the same principles of the *Kriss Kross* Make Your Music Video, this game features the hot dance hits of C&C Music Factory and videos of their top dance tracks. Use the video board to create your own music videos using those video channels and some serious special effects.



Produced By: Sony Imagesoft

## WWF Rage in the Cage



Wrestling at its best comes to the Sega CD from Acclaim. Following on their successful Genesis wrestling title, this new disc has digitized video of all your favorite WWF stars with all their special body-slammings moves.



Coming Soon From Acclaim



**WELCOME**

A swarming gang tackle by the Dallas Cowboys is your official greeting from Madden NFL® '94. And every other NFL squad has its own special welcome. The Bills popping the rocket to stretch



The players are bigger and the hits are harder all season long.

your "D." The Saints' backers serving you pancakes. The 49ers turning on the afterburners to blow right by your DBs.

### '94 GAME HIGHLIGHTS

- |                     |                       |
|---------------------|-----------------------|
| 80 TEAMS            | PLAY FLIPPING         |
| FULL NFL SEASON     | EA SPORTS 4 WAY PLAY  |
| FASTEST ACTION EVER | PLAYOFFS & SUPER BOWL |
| 72 NEW PLAYS        | NEW PANCAKE HITS      |

# TO THE NFL.

It's the biggest players, the fastest action ever.



Bluff your playcalling. Customize audibles. See if you're still standing by Super Bowl® Sunday. There's 4 Way Play™ for slamming tournament action.



Not only can you play a full NFL season, playoffs and Super Bowl with all 28 '93-'94 teams, you also get the 38 Super Bowl teams since 1966, 12 All-Star franchise teams since 1950 and 2 All-Madden teams.

Visit your EA SPORTS dealer or call (800) 245-4525 anytime. And let John Madden welcome you to the NFL.



John's new commentary colors the action all season long with updated rosters and new high-stepper player animations for '94.

## EA SPORTS™

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Just  
Review  
It

SEGA CD

# SILPHEED

## OVERVIEW

Blast into the future with Silpheed from Sega. This no-nonsense, high-speed, polygon-based CD shooter features 11 fast, action-filled battle stages, vivid polygon graphics, CD-quality music and voice, and weapons designed to kick alien booty. Your highly modified SA-77 "Silpheed" tactical fighter spacecraft has both left and right main weapons, a choice of optional weapons systems and is fully up to the challenge... Are you?

NOT YET  
RATED

The Earth-based Grayson computer defense system has been "mis-picked" Marlon's future in space is completely in your hands. Using your Silpheed fighter, bust through convoys of alien ships, ride at serious velocity through asteroid belts and drop into some crazy mazes on the outer hulls of enormous planet-buster-sized ships. Follow the dramatic story

line through sweeping cinematic cutscenes and intermissions between levels. Search out energy power-ups, point bonuses and items that will make you invincible for a time or take out every enemy on screen. Listen carefully to the clear channel voice communications from the other pilots in your wing who alert you to the next threat coming your way.



Swooping cleave-like introductory sequences get you into the story.



This is your enemy. He has taken the Grayson computer defense system away from you and is gonna throw everything he has at you to keep it.



Ten most fleets of enemy ships as soon as you cross over this level three giant.



In the middle of level three, you'll be attacked with blasts of white energy. Keep scanning the top of the screen so you can avoid them.



Your Weapon Select screen displays your available options after each round. The left winging right and left weapons are ideal.

## HOT HINTS

- ✓ Learn the enemies' attack patterns to get through each level.
- ✓ If there are lots of threats and energy power-ups on screen simultaneously, go for the energy first.
- ✓ The most useful weapons system option is your EM Defense System. This will protect you against hits in the most dangerous regions.
- ✓ Pay attention to your wing men as they call out the oncoming threats.
- ✓ There is an on-screen warning each time you approach a boss area. Each boss has a pattern of attack. Learn it, then blast to win.



Level seven's boss misses you easily if you hang out simply left of center. Stay there and blast away for the A/E.



These big ships in level three are great-looking, but don't let them capture your attention. Stay focused on avoiding and blasting smaller moving objects.



To beat the level three boss you fly up the center of a big hexagon at a ship and avoid massive bolts of energy. His first and last bolts are dead center in the screen.



Level four is a combination of shooting stationary weapons and avoiding obstacles.



Later in level four you are attacked by blazing yellow energy beams. This is a good time to use your E/M Defense System option. Choose it at the Weapon Select bar level four, then start it as you see the first beam weapon.



Level five has some spectacular views (like the nebula in the lower right). Ignore them and concentrate on shooting the enemies closing in on you. You're not on an intergalactic sightseeing tour.



Pay attention to the on-screen heads-up display that tells you how much energy you have available for your optional weapons. Save some for the boss arena. In level five, select the E/M Defense System and use it near Jupiter.



After dodging asteroids in level six you get the chance to prove your mettle against more serious fellows. Don't forget to collect your energy power-ups.



In this area of level six, move to the other side of the screen. Shiphead is in your position here. The red outer dancier damage.



Level six's boss has a pattern that is fairly similar to the boss in level two. When he moves in avoid him and as he blasts away at you, avoid the blasts and wait on him.



You'll run a maze-like phantom in level seven.

# INDIANA JONES

and the  
FATE OF ATLANTIS



## OVERVIEW

Leap in for some adventure/role-play Indy-style with *Indiana Jones and the Fate of Atlantis* from JVC Musical Industries. Point and click your way through flatfights, puzzles, balloon rides, car chases and terrific Indy one-liners. This update of the best-selling PC title of the same name now includes digitized voice and CD-quality sound effects. Explore over 200 amazing locations around the world. Join Indy in this one-player quest set in the world of 1939, as he tries to stop the Nazis from releasing the deadly secret that sank Atlantis.



Pick up the late edition of today's paper. You need it for the stage manager.



When you confront the doorman, you have three choices of action. Either talk your way past him (he's a big fan of Madame Sophie's), sucker-punch him or push the crates around and break up the fire escape.

**A**t an early juncture in the game you find yourself in Indy's office with a decision to make. Convince Sophie (your former assistant) to continue with Indy (the Team Path), go it alone with only your brains to defend you (the Wits Path) or spice up the game with a bit more action (the Fists Path). No matter which path you choose, you face huge anomalies (a big snake), aerial driving, car chases through downtown Monte Carlo, submarine navigation and puzzles galore. Explore the mysteries of ancient Atlantis and beat Hitler's troops to the punch by finding the lethal secret before the Reich can.



After convincing the stage manager to go away, you must stop Sophie's talk. Push the left lever, then the right one then the button.



Use your whip to convince the jungle robot (cappahari) to enter the cooler dark path. This will get him eaten by the escapee.



Get the had mayo out of the fridge in Indy's office. You need it to move the letter pole.



Get a lamp of coal and a dirty rag in the furnace room. You might need the lamp of coal to throw at the book to dislodge it (the book's in one of three places). The dirty rag is used with the arrowhead you had in the letter pole room to unscrew the back of a bookcase.



You need to get Steinhart off your back by having Sophie take him aside and talk with him. Then steal the lamp outside of the Triebel Stand. Open the lamp and use the horseshoe on the tarnished Spiral Design. Insert the Spiral Design in the nose of the face and then pull. There's nothing you can do about Steinhart stealing the Worldscope. Your paths definitely cross later. Maybe he missed something in the tomb.

## HOT TIPS

- ✓ Look at, touch and try to move everything. The only way to find items needed to complete the game is to search each location carefully.
- ✓ If you get stuck, try using every item in your inventory to find an answer. More often than not, you already have the solution.
- ✓ In conversation, use caution choosing your responses. Some of Indy's wisecracks can lead to serious trouble.
- ✓ Each time you pick up a new item or arrive at a new location, press Start and write down the password. Save early and often.
- ✓ If you get stuck and are with Sophie, chat with her. She often knows the way to proceed.



SEGA CD

Just  
Review  
It

STELLAR FIRE puts you in the cockpit  
with an exciting cinematic intro.



# STELLAR FIRE

## OVERVIEW

**Stellar Fire** from Dynamix is a furious-paced battle to the death between you and the Draxons. This one-person Sega CD shooter is an intense polygon-based game that lets you take your ship, the Raven, in any direction across the landscapes of six moons and a planet. Spectacular CD-quality sound effects highlight massive explosions. The original music will rock you to your core. Obliterate the security shield system and moon hop your way to the Draxons' home planet, *Arcburn*.

HOT  
YES  
AUTO

It is the year 2206. You stand alone in a seemingly impossible mission. Taking the battle back to the Draxons' home is the only way to stop the cybernetically linked warzone's assault on all the populated worlds. In a first-person role near the moon's surface, you guide



the Raven through some of the fastest polygon-battles ever seen. Using five different types of weapons, from heat-seeking missiles to lasers, you blast mechanized monstrosities while glued to your radar—searching wildly for the Defense Force Generator, in hopes of making it to the next moon.

the Raven through some of the fastest polygon-battles ever seen. Using five different types of weapons, from heat-seeking missiles to lasers, you blast mechanized monstrosities while glued to your radar—searching wildly for the Defense Force Generator, in hopes of making it to the next moon.



Your target cursor blinks red when you have an enemy in your sights.



This massive explosion means that it's curtains for you, Charley. Prepare to restart.



Take out those Defense Force Generators.



Don't waste time shooting at these tree-like growths. They can't hurt you and vice versa.



Collisions take lots of your energy. Avoid colliding with enemies and obstacles at all costs.

## HOT HINTS

- ✓ Keep an eye on your radar. If you aren't traveling in the right direction, the game is lost from the start.
- ✓ The airborne enemies always end up low enough for you to take out as they head for the horizon.
- ✓ You have unlimited ammo. Use it.
- ✓ It's not worth it to use a Continues on the first moon. You have only three, so just restart if you are in the early stages.

# ToeJam & Earl in PANIC ON FUNKOTRON

## OVERVIEW

ToeJam and Earl are back in *Panic on Funkotron* from Sega for the Genesis. It seems that da boys have managed to infest their planet with aliens from a truly un-funky place called Earth. Your purpose in this terrific one- or two-player simultaneous jam is to clear out the dreaded Earthlings and restore the funk to planet Funkotron. Beat the bushes, scour the bizarre countryside and poll the population on your search for the whitebread stowaways. This sequel is bigger and better than the first ToeJam and Earl. Great color, seriously funky jams, lots of stuff to find, real comedy and a hip-hop style greet you as you once again join the two-who-put-the-funk-in-funky.



## What? ('Sup?)

Seventeen massive levels of totally strange and wonderful game play made up of multiple stages each, hidden caverns, wild warps, infestation by the ghosts of cows and an ongoing search for Lamont's (the Great Funkapotamus) favorite Sniff. Find items like the Chocolate Covered Pickle, his pet slug and his favorite Red Sneakers. Staccato rags of funk-filled game play will set you on your merry way.

## Where?

The planet of Funkotron. The Valhalla of Funk. The home of the now famous (or infamous) ToeJam and Earl. You visit five Funkotrons.

flowered valleys and frosty peaks. You swim her seas. You plumb her dangerous and fiery caverns — all in a search for the deceased (shudder) Earthlings.

## How?

By using all your Funk Powers. You have Trap-o-matic Jars to bottle aliens. You find Funktrude to power your moves through walls or out of danger. There are warps to another funk dimension — like the Hyperfunk Zone. When things get dangerously out of hand you can push the Panic Button to survive the onslaught of crazed Earthlings from a less-than-funky land.

## HOT HINTS

- ✓ You can search each level again after you have cleared out the Earthlings. This way you will find everything without any chance of being harmed.
- ✓ In a two-player game, stand and face each other, then equal to do a high-five to share the energy.
- ✓ Listen very carefully to your neighbors. Many give you directions toward finding someone or something you badly need. Write down the more complex directions so you don't forget them.
- ✓ Save your Panic Buttons and Funk Vacuums for times of severe need.

Talk to every Funkotrotron. Everyone will help you in one way or another — either by giving outright hints or sending you toward another inhabitant.



Master the art of bubble riding. You can reach important areas by riding these bubbles. As your player starts to fall to the forward or rear, press the E-button in the opposite direction. When dealing with multiple bubbles you'll often be able to jump to the next one before starting to slip off.



GA, which door? In this case take the first, but at other times wait a guess and good luck.



When traveling underwater you have only 40 seconds of air before drowning. You can often get more air by finding the seriously funky Blowfish. Just swim on up and plant your lips on his inflated purple lips and he'll give you a refill. In the large swimming areas you'll have to find more than one fish.



You'll sometimes come upon a train with a parking meter to the side. Put a coin in the meter and a jolly of your peers will score your jumps and flips on the tracks. Do two half flips in opposite directions and land on your butt to get 500 or 1,000 points per jump. If you scare elgits or above they give you a Scatter Jar as well. Repeat until the meter goes away. This is a great way to increase your points. You get an additional life for every 10,000 points (up to a max of six lives).



## Irritating Alien-Types (Earthlings)



The Tourists are some of the most dangerous and annoying aliens in Fankton. Crouch to cover your eyes when they approach "cause their flashbulbs do serious damage. Bag 'em with a Super Jar, or go into on them with the Jars and don't let 'em get off a flash. Tourists. Go figure.



This is the most dangerous alien on the planet. He is wearing only a hat, so is obviously, dangerously...crazy. His "Excuse me, pardon me" as he knocks you over creates heavy damage and his taunts less makes him a hazard at a distance. Keep him as far away as you can and throw jars like mad. The faster you throw, the less chance that he'll get off a taunt. He takes seven hits but cannot be hit while completely inside the box. Take him out when his head is above the omnibeam.



The Duck or a Carpel is especially tricky. You must crouch on his every dive so either T.J. or E. will hit the dirt. Throw Jars into the air until you see him, then hit the ground. Repeat as necessary. The Duck takes eight hits.

## Things To Find



When given Super Jars — said 'em for a rainy day. Don't randomly lose Jars because you'll use them up. Wait until you see a vicious alien-type and bottle them in one shot.



Search the bushes and trees for aliens and gifts. If you find a ground, try the same bush again. They can hold multiple gifts. Watch out for beeping balls and trees can shoot. Use your Pansnove to avoid them when they pop down because they will do you damage.



You find plenty of hidden portals by searching the walls of Fankton. If you see an area and it appears to have stuff you can't get to — try your Pansnove in the proper direction.



You will find Funk Victims randomly in the presents you open — but save them for moments of great need, such as the above screen. Periodically you have five or more aliens on the screen at once. This is a great time to apply the Jar.



Find your pair Trice in each level and she gives you a special power gift. She can double each food item's value, let you use coins without depleting your stash, make you bounce to the top height on the first bounce on a fungus and so on. Search hidden rooms and open platforms by using G on the D-button and you can find her.



The Powers of Funk on the great planet Fankton have been granted by Larnest (better known as the Great Fankpotomus). The problem is...he's gone into hiding to avoid the Earthlings. When the world goes black and white — you have no Funk Powers whatsoever and anything that runs on funk will not work. Each level (where level three) contains hints to find one of Larnest's Favorite Things. Collect all 10 before the end of the game and try to coax the Fankpotomus and his funk back to the planet.

Just  
Review  
It

GENESIS

# SONIC PINBALL



DESIGNED BY

Lava  
Powerhouse  
Level Map

OVERVIEW

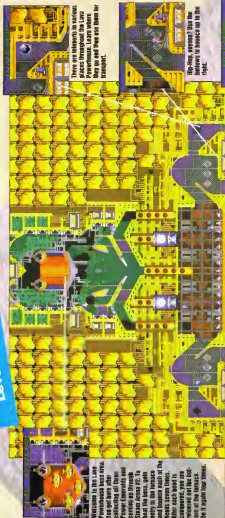
HOT HINTS

Since it shipped on Sonic Mania Day, Sonic Spinball from Sega has been a massive success. This pinball powerhouse gets Sonic against Robotnik's insane Pinball Defense System. As Sonic careens from flipper to flipper on screens around the nation, we thought you'd like to take another look—this time at a map of the huge Lava Powerhouse world.

To help you beat Robotnik on his home turf, we've pulled out close-ups that show you where to send the Blue Blast and how to do it. This map will give you another leg up on helping Sonic to save his friends before they are sent to the diabolical Veg-o Converter. Break through the Sonic barrier in true-blue hedgehog style!



- Each of the five tables requires that you break or open and enter something before moving on.
- You must collect three Power Emeralds before taking on the boss area.
- Get all the rings. Rings add up in bonus points.
- Use the Gauche (robotized bird) to bounce into the tables in the Steam Areas.
- Pop the corky by the cannons on the upper two tables to enter the Steam Phase that will let you get to Power Emeralds two and three.



There are teleports in various places throughout the Lava Powerhouse. Learn where they go and then use them for transport.

Up-Hop, anyone? Use the bellows to bounce up to the right.

Welcome to the Lava Powerhouse boss area. You get here after collecting all three Power Emeralds and coming up through Steam Area #2. To beat the boss, get in the furnace and bounce each of the heads seven times. After each head is conquered, you are released out of the bottom of the furnace. Do it again four times.



Entrance Power!



This is one of the Steam Pipes you enter to find a Power Emerald. Use the steam jets to push Sonic ahead.



Be careful — there's lava below these pipes and an ore that's a fast-food Sonic.



The other Steam Pipe. You get here by harassing the cork boss in the cannon area.



The first of two Steam Areas. This one gives you access to the first Power Emerald by harassing evil Clocks and up into the pipe. The second one gives you entry to the boss cabinet.



Resting in a blower is a great way to get a breather. Then you can release and send Sonic toward the arrows you see on screen.



Break out the cars by parking Sonic toward the cannons with your fingers and gain access to another Power Emerald.



This area gives you the first Power Emerald. Bounce up from the Steam Areas.



Pop this cork loose for entry to the other Steam Pipe and another Emerald.

# SONIC THE HEDGEHOG CHAOS™



Sonic can explore tunnels and break through walls to find hidden rooms and power ups in the Gigapole zone.



Tails here, with some serious air time in the Aqua Hill zone, eluding dangers, making rings and finding power ups.



Rack up 100 rings and you're flying! Air Sonic (trap on the rocket shoes) in the bonus round. The mission: rescue the emeralds.



Deep in the Electric Egg zone too, it's not a rock group, you can take Tails through the tubes to find rings and other bonus items.



-----If the



As if Sonic didn't jump high enough already, now he can leap on Mega Springs to take him where no hedgehog has gone before.



Sonic is back as he battles Dr. Robotnik's evil plan (is it the shoes?) to use the Red Chaos emerald in making nuclear lasers. Tails is hangin' too, and this time you control him. Both are bound for some serious air time (is it the shoes?), grabbing rings (is it the shoes?) and saving the emeralds from falling into the wrong hands (it's got to be the shoes).



Rocket Shoe fits, wear it. ----->



# SOLDIERS OF FORTUNE

## OVERVIEW

Get paid for fighting? You bet! It's a mercenary's life in *Soldiers of Fortune* from Spectrum Holobyte. Based on a former Amiga title, *Soldiers of Fortune* has strong game play, a hot soundtrack, some digitized voice effects and very good graphics. With four Worlds each containing four big levels, *Soldiers of Fortune* gives all run 'n' gunners plenty to do.

**S**oldiers of Fortune makes a great two-player game. Even when you play alone, the computer controls the other player. You can play as one of six hard-as-nails mercenaries with special weapons, skills and personality traits. The way you pair up characters—both in one-player with CPU games and in two-player games—will have a major effect on how well you do in game play.

For all its run 'n' gun simplicity, *Soldiers of Fortune* is a challenging game. Any play strategy you develop is going to involve patience. Move carefully, zapping all the enemies before moving on. Pick up all the power-ups and money. Picking up keys will open and close areas. And remember that picking up items often causes more enemies to appear.

The four Worlds and their sub-Worlds are complex, with small warp zones and action taking place on multi-height levels. Often, success means finding the right keys to open stairs to higher or lower floors.



Grab the Molotov at the beginning of the game and it will throw a ring of flames in the direction you are facing. Be careful, because the flames will not make you invincible to enemy attacks.



Take the silver keys to open a passageway on the right.



Master Generators can be a major source of trouble. Either try them right away, or stand by and shoot every monster that comes out for maximum damage. Then Wast It.



Nodes have to be blasted to open Gates. Keep an eye on the Node counter at the top center of the screen to see how many you have to go.



Frost can take you out with just a few hits. They are easy to zap from far away, but tend to leap when close to you.



Paths to some objects can be revealed only by leaving an enemy or two.



Find a Telephone to teleport you to another area or to bring your computer partner back to you. You'll find this one in World 2, Level 1. It won't take you anywhere, but it will reveal something you can use.



Teach an Artist Pistol to send a 360-degree ring of fire one floor above you. Then get the silver key and find the ladder that will take you up to the Continous Motion and the Power-Up bottle.



Find a map to get an overview of the level. Each is a fairly complicated maze.



Periscope Mansion is full of Chord Bees. They move quickly but are easy to blast. Destroy them often to give you momentary peace of mind.



Find this warp field in the mansion and you'll wind up in some danger...and rich...places.



What are you going to do? Each character has something important to offer. Remember, in one- and two-player games, you battle as a team.



#### NOT HINTS

- ✓ The single biggest mistake you can make in playing "Soldiers of Fortune" is rushing. Move too fast and the bad guys always seem to get you.
- ✓ The Mercenary and the Thug are the most difficult one-player CPU combinations to use to beat the game.
- ✓ The Scientist and the Harvie are a good choice for a one-player CPU game. Play as the Harvie and you can also use the Scientist's Special Weapons. It might be more your style, play as the Harvie and choose the Thug as your companion.
- ✓ Don't pick up Food unless you need it. If you have it, go back and pick it up before you leave a level, so you start the next level with a full strength meter.
- ✓ Select "Complete Training" as your first option in the shopping section. Then power up your Main and Special Weapons.
- ✓ Take the time to wipe out all the enemies in a level. You'll get more money that way.
- ✓ Some levels have more than one exit. Taking the first one will not always lead you to the richest path.
- ✓ Shoot everything. The only thing you can harm are enemies.
- ✓ Warp doors will take you to areas full of gold and power-ups.
- ✓ Special Weapons that are thrown can reach higher and lower places to make life a little safer.

## Disney's Aladdin



## OVERVIEW

Hands down, Disney's Aladdin is the hottest Disney movie to illuminate the silver screen since Uncle Walt first brought animated characters to life. If you haven't seen the award-winning movie, it's time to come out of your cave. And if you haven't played the spectacular-looking, cutting-edge Genesis game from Sega, Disney Software and Virgin Games, it's time to embark on a magic carpet ride with a cast of characters you'll never forget.



We brought you initial coverage of Disney's Aladdin video game in the October/November Sega Visions. We'll now grant you three more wishes—more hints and tips (including some special bonuses you'll only discover if you're very clever), coverage of later levels and a look at the two bonus rounds you can play at the end of each level if you find the Bonus Tokens.

Disney's Aladdin on Genesis features Aladdin, Princess Jasmine,

the Genie, Abu, Jafar, Iago and the Magic Carpet—and includes many new comedic antics to keep your funny bone primed as well as your thumbs. The game play follows closely the movie storyline. Aladdin has to find the Genie's Lamp in the Cave of Wonders, then rescue Princess Jasmine from the evil Jafar. If you're a street rat who wants to marry a princess, it's all in a day's work—or play.

## Special Bonus



Position Aladdin so he's wearing this famous pair of ears and you get a special surprise as the newest Mouseketeer. Look for ears all over the Sultan's Bargeon level, too.

## Abu and Genie Bonus Rounds



Collect the blue Genie Bonus Tokens in each level and you win a spin at the Genie Bonus Machine. You can win extra lives, Apples and Gems... or you could land on Jafar and a big "Loose!" that will forfeit the rest of your hard-earned Tokens.



You must find the gold Abu Bonus Token to play this bonus round. Keep Abu's sword swinging while he scampers to collect extra Gems. As soon as a pet hits him, the bonus round ends.

## Sultan's Dungeon

You have Jafar to thank for your present predicament, the latest occupant of the Sultan's Dungeon. This tricky maze-like level is filled with bats, skeletons and guards who'd like nothing more than to make you a permanent resident.



The Phoenix appears in each level, usually in a hard-to-reach area. Don't bother to make him get up his Staff unless you have at least two Gems to buy a Life (or 10 Gems for a Continue). Climb to the top of the chain to find him in the Dungeon.



This skeleton has lost his head... and the rest of his bones will soon follow. That's a head he's wearing where his head used to be. When it blows, his bones will scatter.



The Sultan's Dungeon is a maze that will take you from ground level to the top of the Dungeon, then back down and up again before you find your way out. You'll find a cache of Gems as you're climbing up the second floor.

## Cave of Wonders

The Genie's Lamp is what you really want...you and Jafar both. It's hidden deep in the Cave of Wonders, and only Aladdin, the "diamond in the rough" foretold by the spirit that guards the Cave, can gain entrance. Entering the beautiful, dangerous Cave of Wonders is easy: finding the Genie's Lamp is another thing entirely.



Climb hand-over-hand in the Cave of Wonders to clear the deadly spikes.



Get the Apples first, then come back and drop down to where the idol is holding the Gems. Hit the idol and it will build a small platform for you to cross the body of water just ahead. Watch for more holes in this level.



Avoid the falling rocks, then leap back to the vine after you've grabbed the Abu Bones Taken.



Don't try to jump for the heart rose; the rock falling down will block you.

and send you plummeting to the spikes below. Instead, take a big running jump. Swing your scimitar as soon as you land; ghosts are waiting for you. Then ride the fountain up to where the rope is and jump to the left to grab the heart and apples.



Climb the vines to find the idol. Jump and strike it with your scimitar. After you land, climb the vines again to the top ledge to the right. Buy more lives at the Peddler's Stall, then jump back on the vine and climb down to the second ledge and jump right. The idol has magically opened the pathway to the two hearts...and the level boss.



The boss is armed with a sword and shoots flames. He travels between the two stations, so position your self at the station on the right and keep swinging your sword. As soon as he materializes, you will score hits and he will quickly move away without decapitating you. From here, his fire can't reach you either.



After you've defeated the boss, you'll meet up with an old friend, ready to wish you away...but you're not outta trouble yet, street rat!

## The Escape

You've got the Genie's Lamp — but you've also found big-time trouble. The over-curious Abu has touched the Forbidden Treasure and angered the god who guards the Cave of Wonders. Take a moment to gather your wits about you before you jump into this runnibg, fast-paced level. The dangers come in all forms and from every direction.



Run as soon as you enter any of the tunnels. Jump as soon as you reach the end.



Stand at the top right of the lower ledge, then quickly jump to make Aladdin hang onto the upper ledge.



Don't sweat it if you blast past the Gems and Apples when the Boulder is bearing down on you. You can always go back and retrieve them after the boulder tails away.



Falling boulders can't reach you if you hang out just under the mouth of the tunnel. This is a good place to catch your breath and decide your next move.

### HOT HINTS

- ✓ Break open every pot you see. They often contain Gems.
- ✓ Hit the Block Lamps to wipe out all on-screen enemies.
- ✓ Don't engage in sword battles when you can pull an enemy with Apples. You'll take less hits by fighting from a distance.
- ✓ It takes 10 Apples to clear the last guard in the Agrabah Rooftops level. Don't even jump into the lower without enough apples; you can't get out once you're in. If you don't have enough Apples, head down to the bottom of the boss area.
- ✓ Always touch the blue Genie vases before you battle the Guards or other enemies. That way if you lose a life, you'll restart at this place in the level.
- ✓ In the Desert level, thoroughly search inside all the rocks for bonus items.

## Adventure On!

You're not out of the woods yet, street rat! Your adventure is only half through. You'll have to battle through five more dangerous, action-packed levels — where you might get some help from old friends like the Genie and the Magic Carpet — to rescue Princess Jasmine and keep Agrabah safe from Jafar. Keep your scimitar slashing and don't waste my wishes!

SEGA presents a Disney/Virgin Games co-production of Disney's Aladdin. Disney characters, artwork and music © The Walt Disney Company. Virgin Games is a trademark of Virgin Enterprises, Ltd. Computer Program and Screens © 1993 Virgin Games. © 1993 SEGA. All rights reserved.

**Y**ou have to find the five missing parts to Stimp's Master-O-Matic, which blew up. The parts are scattered all over Ren and Stimp's 'hood, where domestic dangers lurk in the form of runaway lawnmowers, egg-dropping birds, overzealous firemen and stressed-out commuters. Stimp's Invention is like playing the popular Nickelodeon cartoon series. You get flying hairballs, jabs of spit, body scratching, Ren exclaiming "You soooed er-oo!" and Stimp's Happy! Happy! Joy! Joy! dance. With a password feature and three difficulty levels, all levels of gamers can join the Ren and Stimp's no-diet.



Ren's Special Jump (Button A) gives the terrible hump the extra oomph to reach the top of the head. Wait until his mouth is closed or you'll become a between-meal snack.



Climb up the poles in the monkey's cage, then leap from perch to perch. The key is to stay as high to avoid the monkeys tossing banana peels below. When you do have to come down to reach the hole in the wall to exit, be prepared to feel the hairballs fly!



Both Ren and Stimp have an Attack move peculiarly his own. Stimp tosses Ren like a homomorph when you press Button B.



Stressed-out commuters make a pleasant bicycle ride really... unpleasant. Stay well back of the red car so you don't bump it, but just ahead of the truck. When the red car is fully on-screen, jump over it. There are more cars ahead before you hit a bumpy side street. Button A gives you pedal power. Button C lets you jump.

## The Ren & Stimp's Show™

Presents: Stimp's Invention



### OVERVIEW

Stimp's got an invention that will rid the world of garbage...by putting it back on your dinner plate. Stimp's Invention by Sega on the Genesis is a Ren and Stimp's riot. Good slapstick fun in either one- or two-player mode 'cause the comedic duo travel together either way. The button combos are arranged so the two interact constantly in one-player mode. If you play as Ren, you can use Stimp as a bowling ball...and even hear the pins fall. Choose Stimp and take aim with a croquet mallet with Ren as the ball.



### HOT HINTS

- ✓ Ren and Stimp each have special moves and attacks, many of them using button combinations. Learn 'em when you first start the game to get out of sticky situations later.
- ✓ Zoo animals do not like domesticated animals...even semi-domesticated animals like Ren and Stimp.
- ✓ If you're playing as Ren, lead him into new levels, then jump back to let Stimp take the bits and do the exploration. He may cry, but you'll both live longer.
- ✓ After you get bumped up, you are vulnerable to being bounced around like a pinball. Keep a safe distance from your labeled chum.



Don't leave without getting the Gauge, the second part to Stimp's Machine.



If Stimp becomes separated from Ren, Stimp can fend off enemies with a wicked level snap. Leave Ren for too long, though, and he scratches and complains, "Stimp! Get on with it, man!"



You need something hard to break the ice build-up in the freezer. Stimp's head should do! Press B-Button Down and Button A to put the Stimp jackhammer to work. Break through three levels this way, avoiding the big blue tank o' land, then find the Power Power to run your Machine.

# TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS

## OVERVIEW

Street fighter's just got a lot meaner — and greener — with Teenage Mutant Ninja Turtles: Tournament Fighters. Konami's new Genesis fighting game for one or two players. These are not the wisecracking, pizza-powered heroes in a half shell you know. In Tournament Fighters, the Turtles return to their comic-book roots...complete with base-level combat with Karai, Shredder's comic-book successor. The Turtles' wisecracks are still intact, but the fearsome foursome have grown into a new video-game attitude. Tougher. Meaner. Good fightin' stuff.

**T**ournament Fighters warps the Turtles to Dimension X, domain of the evil Emperor Krang. Krang has kidnapped Splinter to draw the Turtles into the ultimate battle of mutant versus mutant. Evil, powerful clones of the Turtles and April O'Neil, Casey Jones, Ray Fillet and Ninja Beetle are waiting to battle you on eight different planets. You can choose to play as any of the eight characters in One-Player, Two-Player, Practice or Tournament modes. One-Player and Two-Player modes are the main fighting modes. Tournament mode offers an almost unheard of challenge by giving you one life bar with which to fight 88 head-to-head matches. We told you it was tough.

Each Turtle has at least three Special Attack Moves as well as his trusty weapon. These range from Leonardo's blistering Rolling Cutter 2, Michelangelo's blustering Rolling Cutter 2, Michelangelo's Mikey Hurricane, Donatello's Vacuum Wave, to Raphael's Drill Attack 2.



Lee throws a shell-shattering Green Swirl at Clone Mike on the Mirage Planet. Press Down, Away Diagonal Down, Run Away and A or B to rally this evil reptile close to the core.



Cut through Casey's defenses with Lee's Rolling Cutter 2. While you're in mid-air, press Down, Toward Diagonal Down, then Toward and Button A or B.



Like a hair-seeking muskita, Raphael's Drill Attack 2 always finds its target. To do this cool move, jump, then while in mid-air, hit Down, Away Diagonal Down, Away and Button A or B.

### HOT HINTS

- ✓ Use the Special Attack Moves frequently. Back-to-back Attack Moves are especially punishing.
- ✓ Your computer opponent shows no mercy. Adjust the difficulty level in the Options screen so you stand a chance.
- ✓ Set your fighter's speed to 8 for ultimate quickness. But keep the strength between 4-6, unless your opponent is really slow with his Attack Moves. The speed of your Attack Moves slows down as your strength increases.
- ✓ When your life bar flashes, you're a goner...almost. Each Turtle has an Ultra-Desperation Attack Move. Do the Move when your life bar is flashing to recover and fight some more.
- ✓ Back off when Clone Casey sets his dynamite to blast. You can't use it to your advantage.



Donatello's Dena Sumter move meets enemies in mid-air. Hold Down, then Up and Button A or B.



Greet your opponent with Donatello's Vacuum Wave. Hold Away, then Toward and Button A or B.



After every Attack Move you deliver, Guard against Ray's Drill Wave. He sends a series of Waves until you move to send a message of your own.



Michelangelo whips up a storm with the Mikey Hurricane. Press Away, Away Diagonal Down, Down, Toward Diagonal Down, then Toward and Button A or B.



Raphael's Sam Slash slashes the Jungle Planet. Press Down, Toward Diagonal Down, Toward and Button A or B.



# GUNSTAR HEROES

## OVERVIEW

Strap on your space-age six-gun and get ready to throw down the meanest horde of villains ever to hold a planet hostage. Gunstar Heroes from Sega is rapid-fire, nonstop, mash 'em, blast 'em action. Built around four initial levels that you can play in any order, Gunstar Heroes is a one- or two-player, fast-paced title perfect for hard-core run 'n gun gamers. You play as a Defender of the planet Gunstar 9. Your mission is to recapture four mystical gems to stop the Destructor Golden Silver from plunging the planet into a reign of terror.



The Ultra Flame-thrower is the best off-armed weapon choice early in the game. Raag and you can fire 360 degrees, a good way to rapidly clear enemies.



You can throw enemies by touching them and pressing Button B. Thrown enemies will take out a number of their friends. This is a good close-combat tactic.



The level one big boss can be beaten by firing and dodging with any of the weapons. A more direct...and safer...move is to get the weapons for Chaser Lightning. Let the lightning lock onto the boss, hold the fire button and dodge their shots. This weapon combination is extremely useful against all the bosses.



At times, the safest place to be in the Underground is between walls. Pressing the Jump button once will put you in the air. Press B twice to switch walls.



The Underground will give you a sense of being in a dangerous, claustrophobic place. In the cave, you can find a lot of enemies, but you can also find a lot of treasure.



One of the best of the game's new features is the level design. The city is a great place to find a lot of enemies, but you can also find a lot of treasure.



When you're in a city, you can find a lot of enemies, but you can also find a lot of treasure. The city is a great place to find a lot of enemies, but you can also find a lot of treasure.

## HOT HINTS

- Gunstar Heroes gives you four basic weapon choices. You can carry a maximum of two. One weapon alone will give you the effect of that weapon. Combine them and you'll get some pretty cool...and lethal...effects.
- Force + Lightning = Rapid-fire Lightning
- Force + Chaser = Chaser Force Beam
- Force + Fire = Exploding Fireball
- Force + Force = Double Fireball
- Fire + Chaser = Chaser Fireball
- Fire + Lightning = Lightning Saber
- Fire + Fire = Ultra Flame-thrower
- Chaser + Lightning = Chaser Lightning
- Chaser + Chaser = Star Chaser
- Lightning + Lightning = Mega Ball
- Chaser Lightning is one of the most effective combinations to use in a one-player game.
- Though you can take the levels in any order, it is easiest to take them in the order presented.
- Once you've determined that there are no power-ups in an area, it is best to move on.
- Pressing Buttons B and C together will block some enemy attacks.
- In two-player games, a player who loses a life and returns takes half the vitality from the remaining player. This can leave both players very vulnerable to attack.



GAUNTLET  
IV

## OVERVIEW

If you've ever sat in an arcade stuffing quarters into a four-player Gauntlet upright with your buddies, you should take a close look at *Gauntlet IV* from Tengen. This spunky Genesis title contains four modes, including the original Arcade mode, four-player compatibility with Sega's Teen Player, a choice of the four original Gauntlet characters—Warrior, Valkyrie, Wizard and Elf—and enough non-stop action to keep everybody happy.

All four game modes take place in the familiar Gauntlet overhead view. The action is much the same: shoot the bad guys, decipher mazes, pick up treasure, magic potions and food, and purchase magic weapons and magic to become bigger, stronger and badder.

To beat Gauntlet IV you need patience. Not all mazes in the Four

Towers are beaten in one run. Often you must go up or down a series of floors to reach every spot in a levels' maze. Playing in the new Quest mode is particularly fun, since you build experience points in a role-play manner as you try to solve the mystery of the Four Towers.



Multi-player success calls for cooperation. You can't hurt each other with your shots early on in the cooperative modes. Let the weakest players get head first.



You can find money items in the course of play. Here is what some of them do. Weapons, wild lands and armor you'll have to find elsewhere.



The only way to stop from being trapped by monsters is to destroy the monster generators. Once the source is gone, close up is usually pretty easy.



The Arcade mode provides hints as to how much item you find—and exactly you encounter—will affect your character.



Camp by pressing the Pause Button every couple of levels to keep track of your vital statistics. You can reassign points and select magic use here.



Look for black Gashing Trap tiles. Toss them to open up walls and other obstacles.



You can destroy or be destroyed by many enemies. Gasts are the most common. You get the most points when you fight enemies as opposed to shunting them or taking them out with magic.

## HOT HINTS

- ✓ Potions are much more effective when picked up and used. Don't shoot them. For that matter, don't shoot anything you can pick up and use.
- ✓ Every hit takes away your energy. Snack often.
- ✓ Gauntlet passwords are long and awkward. Write them down carefully.
- ✓ Battle Mode is winner-take-all. Try to drive your opponents into the walls. If they take a fall, it's "See Ya!"
- ✓ Upgrade your weapons as soon as possible.
- ✓ The Warrior is the most powerful. Valkyrie is the most well-armed. Wizard has the strongest magic and Elf is the fastest.
- ✓ Watch the doors made for some very helpful hints on game play.
- ✓ Certain tiles will not let you shoot or use magic. Others are very slippery. Look in the upper part of the screen for indications as to what type of tile you stand on.



Battle mode pits you against your fellow players in a contest of who-is-best. Missed shots can bounce back and scratch you. Don't let your own worst enemy.

# GIVE YOUR GEAR A



## Taste Victory or eat Asphalt!

Hang on for the meanest motorcycle race in history! Strap on your helmet, kick-start your bike and get ready to feed your opponents some major dust. This ain't no racetrack, it's the open road, and your only guardrail is the white line. To make matters worse there are no rules! Your opponent's idea of fun is to shove you into oncoming traffic! This is the most dirty, unwholesome and illegal race there is. Killer!



*Muscle your way past 14 rotten rivals, and keep an eye out for the cops.*



## Something's Fishy!

As fishy superspy James Pond, your mission is to keep evil Dr. Maybe from staging a major meltdown at the North Pole. His ballistic pen-guins are set to level the toy factories in no time flat. Luckily, you've got a secret weapon: a righteous Robosuit, with indestructible armor, unlimited upward stretching and simply super stomping ability. Don't take Maybe for an answer!



*You'll need to pilot planes, cars and even bathtubs. Bring your license to thrill!*



## They've Got the Death Star, But You've Got the Force!

Experience the galaxy-blasting epic Star Wars like never before! Take arms with Luke, Han and Leia as they tackle the Lord of the Dark Side himself, Darth Vader. Make your way through 15 galactic areas with 23 stages. Thrill to digitized, animated sequences. Bomb through Jawa territory. Duck the Death Star's deadly stormtroopers. And through it all...may the Force be with you.



*Choose Luke, Han or Leia, each with their own weapons and moves.*



# KICK IN THE REAR!



On 5 different road courses and 5 tough levels, it's no guts, no glory.



Take your pick of 8 heavenly hogs. It's a biker's dream come true!



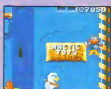
Keep the needle at 140 per if you want a chance at the serious drivers.



In 64 different areas, you've gotta find out what's naughty and nice.



Chowder the Doctor's soldiers on land, and in the water and air.



Rescue the toy factories from certain doom. Tell Maybe, "No way!"



Tear through the Tatooine desert in your customized landspeeder.



Mix it up with malevolent jawas, stormtroopers and sand people.



Thrill to super fast TIE fighter battles in first-person 3D graphics.

**MORE MEMORY  
MEANS  
MORE ACTION!**



**ULTIMATE**

Just  
Review  
It

GENESIS

# BEST OF THE BEST CHAMPIONSHIP

Karate

OVERVIEW

With lightning-fast fists and feet of fury...you're ready to prove you're the world's fiercest karate champion in *Best of the Best*. *Best of the Best* is a one- or two-player action title with a wide range of player-configurable options. *Best of the Best* is breaking ground as one of the first titles for the Activator™ body controller, so you can use your arms and legs in punches and kicks to control your fighters.

You choose the name and look of your character, then send him through training to hone his technique and build up his strength. Before your fighter steps into the arena ring, you can customize his punches and kicks with 43 different moves from a menu of 55 for every match. You'll face 16 opponents in regular tournament rounds.

The game takes on new dimensions with the Activator. Standing in the center of the light ring, you control the actions of your character with your own body moves. Plus, you can use your imagination to come up with moves not possible on any other controller. Use the Activator to really feel what it is like to enter championship karate.



Stay out of corners! They restrict your moves. If you get closed in the corner, you'll soon be counting the throats in the canvas.



The first stage of training is sparring. It will let you build up your resistance to attack. Early on, train three or four times before every match.

## HOT TIPS

- ✓ *Best of the Best* has a guestwork save that allows you to keep your custom-trained fighter for later play...and another challenge.
- ✓ Train before entering into any competition. You'll go into the ring much stronger.
- ✓ Review your matches with the VCR mode to learn the best ways to combine punches and kicks into combinations.
- ✓ The Leg Sweep is a move that will work on just about every character.
- ✓ You'll reach the Kombat after every five or six tournament wins.

In a close match you'll get the edge from the judges if you are the fighter using the most varied moves. Change up your moves rather than repeating the same ones.



In match play, button B selects a Smart Hit. Smart Hits are multi-kick or punch combos. You start each match with three Smart Hits. Use them when your fighter is tired.



You can block as well as lock and punch. Use blocking regularly by pushing D-Button Down and hitting no buttons. This can mean the difference between a winding match and ending the canvas.



Test different hits to see which works best for your fighter. Choose early and often from the 55 available. You'll find the ones that fit your fighting style.

GENESIS

Just  
Review

# BATTLEBOARDS DOUBLE DRAGON

## OVERVIEW

Combine characters from two of the most popular games of all time and you've got *Battleboards Double Dragon* — *The Ultimate Team* from Tradewest. Billy Lee team up with Zitz, Rash and Pimble against the dreaded Dark Queen and the shady Shadow Boss in this one- or two-player punch-and-kick cart. Travel through seven levels of outer and innerspace mayhem playing as either a 'Toad or Dragon. Most of the action takes place on foot, but certain areas demand expert driving skills — using the 'Toads' favorite Speeder Bike or the heavily armored Space Pod. Either way, this crew is *The Ultimate Team*.



With you and a friend playing both 'Toad and Dragon you can use the combined might of all their trademark moves. As with previous *Battleboards* and *Double Dragon* titles, these moves don't take any special finesse to learn. Just wall away at the Action Button (A or C) to perform moves like the *Battleboards*' Bag Boot, No Way Back Thwack and Kiss-My-Fist or the *Dragons*' Whizzer, Whirlwind, Nose-Crunching Knee and 'Iverson' Byphoon Kick. Along the way you find lots of Bonus Pods that contain extra points, 1-ups and even weapons. Bust up a Walker and grab his broken leg, then let loose

on the baddies. Spend time swinging from a Turbo Rope or tossing Dynamite back at the Doormen and Windowmen.

## HOT HINTS

- ✓ Any enemy that has been knocked down can be finished with a Smash Hit by running up to it and pressing the Action Button.
- ✓ Use a Walker's leg as a weapon as often as you can. The reach is much greater.
- ✓ Score as many points as possible. The first 100,000 points give you an extra life and then you get another for every additional 200,000.
- ✓ Bust Bonus Pods to get extra lives, points and short-term invulnerability.
- ✓ One running kick is worth about three punches.



You can hang from the sides of objects (like this ship) by walking to the edge and pressing Down. Use your Jump Button (B) to get back up, your Action Buttons (A or C) to kick while hanging, and remember — take one hit while hanging, and you fall and lose a life.



Running kicks are the best offense against the Level 1 boss. Kick away at him, then run away and do it again.



Push these guys straight into the floor like a wall. Molliea presses at the Action Button drive 'em home.



While swinging from a rope you can riva the flaves more than one kick. Each progressive kick awards you more points. Several kicks will get you an extra life.



When using a Walker's leg as a weapon, you can either hit the enemy multiple times or hit the Action Button four times quickly to toss the enemy into the air on the end of the leg, then bail 'em outta the park.



Fighting the Doormen and Windowmen with their own Dynamite is tricky. Pick it up and toss it back at them only if it is fairly close to their door/window and not flashing.



Avoid getting pressed by the Crusha by getting close enough for it to start its stamp and then running through an its upward stroke.



You can keep from being zapped by the Electro Barriers by shortening or lengthening your rope with the B-Button.



Just  
Review  
It

GENESIS

# ROBOCOP VERSUS TERMINATOR

## OVERVIEW

Are you ready for a strange twist on action games? Lock your control pad on auto and program for seek-and-destroy. Virgin Games brings two of the toughest mechanized man machines ever to wreck mayhem on the silver screen to your Genesis: with Robocop Vs. Terminator. Wired full of more bad guys...in the present and future...than you thought could fill the pastiest sections of Detroit, Robocop Vs. Terminator slams you into action as the bullet-proof policeman of tomorrow to destroy the SkyNet CPU and its horde of defending T-1000 Terminators.



The story behind the game has inspired a collection of Robocop Vs. Terminator comic books published by Dark Horse Comics. Definitely cool stuff. The game Robocop Vs. Terminator was designed for those of you who like to explore...while everything around is trying to grind you into a pile of sizzling circuits. Every round has hidden areas that contain extra lives, energy meter recharges and other special weapons and power-ups. The harder you look, the more stuff you will find. But even at the "Easy" setting, it is a challenging game. Though the enemies attack in patterns, you'll get further faster by blasting everything you can and by moving forward cautiously.



You'll save pretty sweet lives to make it through the game. Take a long jump off a short ladder and search the rooftops to Mission One for this special item.



Go against the arrows in Mission Two and you might find the secret GCP Offices. This is a good place to find a few extra lives, over and over again.



The ED-209 is one of the toughest bosses. To beat it, blast until you knock away the ED machine gun. Pick it up and attack the head, dodging guided rocket fire. Then finish off the legs, being careful not to get trampled. Try to keep the ED for the next Mission.



Climbing poles and carefully searching Mission Three will get you extra lives, recharges to your energy meter and special weapons.



The Mission Three robotic boss is best beaten with the guided rocket launcher. Stand at the top of the ladder and blast towards it. When it changes, jump over its head, strike the pipe and grab the other ladder. Jump back and forth and blast away until it falls.

## HOT HINTS

- ✓ Since the game is not timed, you are free to explore. Try to shoot everything. You can only destroy enemies or objects that contain power-ups.
- ✓ Collect as many extra lives as you can before you reach the ED-209.
- ✓ If you're using a weapon you like and are low on your energy meter, switch to your other weapon. You always lose the weapon you are using when you lose a life. A second way to keep a good weapon is to have two of the same kind. Lose the first and you still have the second.
- ✓ The Flame Thrower, although not the strongest weapon, will blast some enemy shots. It is the best weapon choice against the Boss Tank at the end of the Toxic Flood.
- ✓ Guided Rockets are the most effective weapon against the majority of enemies. In really tough areas, toggle the D-button Left and Right rapidly to build up a little swarm of Rockets on-screen. Then move in the direction you want. The cloud of Rockets will attack...and crash...even multiple enemies. This is a major distraction move.



The ED is just one of the toughest destroyers. Though all your past history weapons will do the job, this one has higher firepower.

GENESIS

Just  
Review  
ItLETHAL  
ENFORCERS

## OVERVIEW

There are laws in this city, and you're about to deliver the message to the garbage ruining the streets. Grab a handful of Justice with *Lethal Enforcers* from Konami. A direct port of the hot arcade game, the Genesis version of *Lethal Enforcers* follows closely on the heels of the popular Sega CD version. A one- or two-player title, you can play *Lethal Enforcers* with a three-button or down-modded six-button control pad, or the Konami Justifier, a copy of the arcade pistol-shaped controller designed specifically for home use. The game will be offered with a Justifier. You can play two-player games using a Justifier and a control pad, or purchase a second Justifier designed specifically for two-player games.



## HOT HINTS

- ✓ Remember to reload. Point the Justifier off-screen and pull the trigger, or press Button C on your control pad. Get caught without bullets and you'll take a hit.
- ✓ Though speed is important in the target practice rounds, so is your shot-to-hit ratio. It is better to shoot slower and not miss so much, than to blast away and hit nothing.
- ✓ The Magnum is a much more effective weapon than the standard six-shooter. The shotgun is even better. You can hang on to either, once you have them, as long as you don't get hit.
- ✓ Shoot whatever weapons the boss throws or fires before you attack the boss directly.



Shooting an innocent victim costs you lives and points. Look before you shoot. The bad guy is in the background.



Target practice helps you improve your aim and moves you up in rank.



Don't be surprised by alleyway shooters that pop up in the level-ground. Let 'em have it and keep your eyes on the dumpster. There's trouble behind it.



Caught between a rock and a hard place. The bad guy is in the front, with two innocents in the background. It you have to miss...ates to the right.



The salivary boss is smarter with his swarms. You've just taken a cut. Blast the blades. Then go for the boss.



Moving targets are much harder to hit. Load them just a little and blast as they enter the target zone.



When you encounter this backstage sfi-whop, shoot the guy on the left. Just don't peg the hostage as he exits the screen to the right!



The helicopter boss uses big guns. He carries a rocket launcher. You'll have to take out the helicopter to bring him down. But blow his rockets out of the sky first. Each blast he connects will take away one of your lives.

**L**ethal Enforcers has a simple objective: Get them before they get you. Each of the five rounds puns you (and a friend in two-player mode) up against hoodlums wielding guns, bombs and knives. Clear a round with a high enough hit ratio and you rise in rank. Do well in the practice rounds and you also rise in rank. Take a hit and you lose a life. The action is non-stop and perfect for gamers who think happiness is a day at the FBI training range.



Game options allow you to select any combination of Justifier and control pad for one or two players, as well as difficulty and sound. *Lethal Enforcers* is user-friendly.



Just  
Review  
It

GENESIS

# THE LOST VIKINGS



## OVERVIEW

Vikings lost in space? In time? Searching for a way back to their Nordic way o' life? They must be *The Lost Vikings*, Interplay's first title for the Genesis. Based on a popular PC title, *The Lost Vikings* is a puzzle/adventure where you must get three comical Vikings from a spaceship back to their native land. Each of the Vikings has a special skill. Erik the Swift can run and jump. Balog the Fierce has a sword, bow and arrow. And Olaf the Stout can block just about anything with his shield.

Though each can accomplish certain objectives on his own, it takes their combined efforts to make it through each level. The game is interspersed with dialogue between the three characters and others they meet in the game. Hazards and contact with enemies can reduce their life meters or send them to Valhalla (Viking Heaven) before their time. Power-up items like Apples and Meathorns help restore life meters. Other power-ups include Colored Keys for colored doors, Magnetic Boots, Bombs that blow up specific objects and all the enemies on screen.

*The Lost Vikings* is three- and six-button compatible. Game control depends on which controller you are using. But the game also will give you hints on how to make everything work.

## HOT HINTS

- ✓ *The Lost Vikings* gives you passwords after each level. Write them down so you don't have to replay levels each time.
- ✓ You must get all three Vikings to an exit before you can leave a level.
- ✓ Use Erik the Swift to run in and grab objects by automobile lasers. He is fast enough to take the item and jump back or up to avoid being tried.
- ✓ Advisee with Olaf first, so his shield can block you all from harm.
- ✓ Items can be traded between players, or dropped entirely.
- ✓ Vikings can only teleport one at a time.
- ✓ Magnetic Boots can help you get through spaceship wind tunnels.



Though you must rescue all three Vikings through each level, you can only move them one at a time. Keep Olaf the Stout in the front, followed by Balog the Fierce with his bow and sword. Erik the Swift is fast, but can't take much punishment.



Find a way you can't get past? Erik the Swift is also hard-headed. Press Button A as he is moving toward an object and he'll lower his helmet for a hint.



Bubbles are strong enough to carry even the slowest Viking to higher places.



Erik the Swift can leap brooks and other obstacles.



Free this alien in Level Two to get a hint about the ship's computer.



"I" Throughout the game mark places where you can get an important play hint. Press Button C in front of the "I" to get the hint. You'll get different hints for three-button and six-button controllers.



Olaf the Stout can use his shield as a parachute. Press Button B.



Your Vikings can give each other a hand. Olaf can hold his shield over his head, giving Erik a platform from which to jump higher.



Balog the Fierce can operate switches and levers with an arrow. This works very well in areas where Erik cannot get to a good jump.



Find this sorry fellow in the top left branch of Level Three, Proletaria, and he'll tell you how to exit the level.

SEGA PLAYERS... WELCOME TO THE FAMILY!



EVERY STEP YOU TAKE  
COULD BE YOUR LAST!



LETHAL OBSTACLES AWAIT  
YOU IN THE GAMES ROOM.



AVOID THE DEADLY WEB  
OF TROUBLE.



EXPLORE THE WEIRD  
WORLD OUTSIDE THE  
ADDAMS MANSION.



IT'S THE FEZI-COPTER  
FLYING GOMEZ TO  
THE RESCUE!

# The Addams Family



Great Scott, man! Morticia's been kidnapped! It's up to the golf-ball-hurling, Fezi-copter-flying Gomez to rescue her or she'll face a fate worse than life! Spooky dangers haunt every spine-chilling bend, but with Wednesday, Pugsley and Thing around, help is always at hand!

So, for the kookiest, coolest, creepiest Sega action... welcome to the family!



FLYING  
EDGE

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# Genghis Khan II

CLAN OF THE GRAY WOLF

## OVERVIEW

Sharpen your sword, jump on your pony and prepare to conquer the world. **Genghis Khan II: Clan of the Gray Wolf** puts you in the 13th century world, leather boots and fur hat of the meanest Mongol ever to cross the Manchu Steppes, Temujin, A.K.A. Genghis Khan.

NOT YET  
RATED

**H**ave you ever wanted to change history? Koei is giving you the chance. One of the leading creators of role play and strategy games, Koei is out with two titles sure to appeal to those who want to remake the world in their own image. **Genghis Khan II: Clan of the Gray Wolf** and **Romance of the Three Kingdoms III: Dragons of Destiny** put you into two of the most important times in world history—the Mongolian invasion and the three kingdoms period of Chinese history—to play as the most important historical figures of that time.



Spending time with your loved ones is necessary to maintain family harmony and to keep you supplied with Princes for heirs.

It takes a special gamer to appreciate historical strategy and role-playing games. Unlike your standard shooters and action games, historical simulations are a lot like chess. You make a big plan, organize everything carefully, and deal with the consequences. The big difference is that the plans you



Combat units range from foot soldiers and archers to horse and elephant troops.

make can take decades of game time (over 100 hours of real play) to come to fruition. In some cases—like **Genghis Khan II**—you can even continue after you die, as long as you have heirs of a certain age to be your successor!

You don't need fast hands or lightning reflexes for these games. You need a sharp mind, a lot of



Train your troops before you send them into combat.

patience and a desire to make big things happen. What makes these games so special is their realism. Designed around the rules that make civilizations rise and fall, the results of your actions are models of what very well could have hap-

pened in that time and place. Think **Genghis Khan** messed up in his conquest of the world? Here's your chance to show him a trick or two.

## Genghis Khan II: Clan of the Gray Wolf

Sorting as the leader of a tribe or nation, you must guard your people's well-being, defend them against your opponents and increase your wealth and power base to take over the known world. Not bad for a day's work, eh? Actually it is the work of a lifetime.

You can play the game in four modes based on actual historical events: **Mongol Conquest 1184 A.D.**, **Genghis Khan 1206 A.D.**, **Yuan Dynasty 1271 A.D.** and **World Conquest**. The last can only be played if **Mongol Conquest** is successfully completed before 1214 A.D.



Seasonal changes are displayed as the game advances in years. Stay strong through a bad winter and you'll be in a good position for conquest the following year.

Each move encompasses a quarter of a year and involves dividing wealth, assigning duties to generals, governors and vassals, ordering production and war, in short, the duties of a ruler. When you have built up your armies and supplies, the next step is to invade the neighboring countries and win them over, turning them vassal states. Add their armies and resources to your own, and repeat the process, hopefully adding to your domain with every passing year.



### Game Flow

#### Game Start

In each mode, the path to success follows these basic lines:

#### State Rule

- Manage Domestic Affairs
- Increase Military Strength
- Recruit Talented Generals
- Strengthen Relations
- Create Successors
- Trade with Merchants

#### Invade Rival Nations

#### Battle Command

#### Combat Command

#### Unite Your Countries



GENESIS

Just  
Review  
It

# Romance III of The Three Kingdoms III DRAGON OF DESTINY

## OVERVIEW

*Romance of the Three Kingdoms III: Dragon of Destiny* is the latest Koel title to bring you into the three kingdoms period of Chinese history. It's especially noteworthy because it won the Sega Third Party Seal of Quality Award a year ago for the best Adventure Role-Play Genesis title.

NOT YET  
RATED

Using the three major warring states and their families, major and generals from the second century A.D., the ultimate game object is the war the Dragon Throne and become Emperor of China. Up to eight can play the game either in Historical Mode, which follows history as it actually happened, or in Fictional Mode, which allows you to create your own rulers and subordinates. In Fictional Mode, the game will develop differently each time you play. As with all advanced roleplay and historical simulations, there is a Save mechanism so you can keep your place in the current game.

traces, depending on which of the six scenarios you choose to play.



You can play as one of many generals. Each of them and the cities they control have strengths and weaknesses.

The game play follows the same basic flow as *Genji Xan* or *Clan of the Gray Wolf*. Develop your cities, make them strong and conquer other ones, make them strong and continue. Achieving these objectives pits you against enemies and their spies, adverse weather, political treachery and just plain luck to name a few. Players can make decisions themselves or delegate responsibilities. Winning on a city calls for very strategic thinking and planning. Often, war can be avoided by some smooth negotiating and politicking, hallmarks of a good ruler.



Orders for your vassal cities are given through your generals.

To win the Dragon Throne, you must occupy all 46 cities in China. The rulers and their territories are usually divided into different



Subscreens show your generals and their vital statistics. Use your most valued and loyal generals for important missions. Keep an eye on loyalty, for it can change.



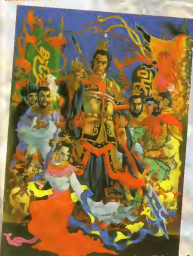
Diplomacy is carried out in the halls of Wonders and Palaces. Friendly dialogues can just as easily turn into declarations of war.



Brief intermission screens show you as to what historical event is about to occur next. In this case, war!



Combat planning and strategy are more important than sheer might. Send sales into your enemy's cities to learn before you make an attack.



# Psygnosis CD. You don't Just play it.

**A BRAIN IS A  
TERRIBLE THING  
TO WASTE.**



Take a journey to the center of the mind. This situation is deadly serious. You are coursing through the body of corporate mogul Tiron Korsby in search of a brain manipulation droid planted by a rival company. Time is running out and you're forced to play a fast and furious game of hide and seek. Waste the droid before it wastes Korsby's brain.

Surging through veins, arteries, and other body organs, you blast attacking viruses and your enemies' defensive probes. This struggle for control features non stop action, unparalleled cinematic style imagery, and incredibly smooth gameplay. Over 500 MB of graphic and sound data, coupled with an original soundtrack from Rick Wakeman brings you the look and feel of a true inner-body experience.



**YOU MAY BE  
BRAVE ENOUGH,  
BUT ARE YOU  
SMART ENOUGH.**



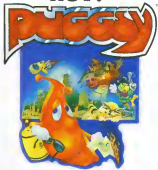
If this quest was simply a test of physical prowess, you would be all set. But the truth is, your journey will be filled with diabolically challenging puzzles. In order to save your sister from the evil Beast Master Zelek, you need to scour Kara-Moon and confront him face to face. But, to succeed you must master the most deadly weapon... your mind.

A sinister, intelligent game, filled with fiendish puzzles and challenging battles, Shadow of the Beast II is not your ordinary role playing game, stressing brawn alone. Beast II features an essential blend of strength and brain power. Well orchestrated music tracks, eight-way scrolling and cinematic animated sequences transport you to Kara-Moon, the land of the Beast.



# have to Psay it.

## FASTER THAN A SPEEDING BULLET... NOT!



You've played these games, you know the score. First there were rapid rodents, then came the manic mammals and now we've got frantic felines. You know you've got the moves to shred the rest, it's time to add brains to your arsenal. Meet Puggsy, he's a goofy little alien with a laid back attitude. But he's in a terrible jam. While catching rays on some random planet, the local bad guys scooped his spaceship. Now he's on a frenzied search through a puzzling alien world; and, as we know, extra terrestrials can't get home without their ride.

Puggsy takes you through 50 plus levels of cartoon quality play, filled with secret rooms, hidden levels and 'Easter eggs' and featuring, Total Object Interaction™ (TOI™) Puggsy actually uses his arms to control forty different objects, solving puzzles and zapping over 100 different alien creatures, as he waddles his way through 17 bizarre lands. With a multitude of sound FX and tunes, Puggsy takes you on an adventure that's endlessly entertaining.



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## DESERT SPEEDTRAP

### Road Runner Wile E. Coyote



Look for the transports in each level. This one is on the lower level, to the right. Stand directly under it and you'll be whisked into a bonus room filled with Stars. The more Stars you collect, the more time you'll add to your remaining time.



In level 1, when you drop off the sheer cliff with the trail of Stars leading down, you'll end up here, next to a fish of bird seed. Ignore it! It's hooky-trapped and will take away some of your health.



Use the giant Saguaro to fly sky-high! Take this one as far up as you can to find another transport...and more bonus Stars!



Wile E. Coyote just heard the shrill hail...and you're on the loose. You can't hurt him, so jump over him or duck down as he flies by. Keep climbing higher to find the exit in the middle of the far right section.

## OVERVIEW

With a familiar "Beep! Beep!", a puff of dust in his wake and a scowling coyote in hot pursuit, Road Runner zips across your Game Gear in *Desert Speedtrap* starring Road Runner and Wile E. Coyote. Road Runner brings his trademark speed and wide-eyed spunkiness to this one-player title from Sega. He also brings his ever-hungry, ever-scheming enemy, Wile E. Coyote, for 12 levels of action/adventure and comic antics reminiscent of the cartoon series.

In a word, *Desert Speedtrap* is fast. Fast-moving, frantic fun. You speed through as Road Runner in timed levels. Outpace enemies like vultures and scorpions...and Wile E., who shows up at the end of each level, riding a rocket or some other wacky device, trying his best to have Road Runner for dinner.

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From here is Level 2, the Exit is up and to the right. The secret is saucers to short jumps. Long jumps will cause you to awajump the narrow ledge you need to land on and you'll fall down to the lower level. Listen for Wile E. zooming by; duck when you hear him.

## NOT HINTS

- ✓ Some plants in the desert are carnivorous. You can't hurt them, so avoid them.
- ✓ Dishes filled with bird seed will replenish or fully restore your health. Some also mark restart points. Just beware that some of the dishes may be hooky-trapped.
- ✓ Jump on your enemies. Some will turn into power-ups which will restore your health, add time to your clock, give you invulnerability or boost you into turbo.
- ✓ Jump at the end of cliffs. If you don't, you'll stop dead in your tracks, then drop like a brick...and usually land on an enemy, ready and waiting for you.
- ✓ Each Star you grab adds one second to your time clock. Look for 'em in hatches to make it worthwhile.



In Level 3, stay on the high road as long as you can. If you drop down to the low road, beware of Wile E. In the box. Jump on the box' reel when it comes by and you can spring back up to the high plateaus.



Look for Switches you can trip that make hilarious things happen. This one is on the lower level in Level 5. After you peach at it, walk to the tree to the right. A platform will carry you to the top.



The bonus rooms in later levels of the game also have enemies in them.

## The Ultimate Gaming Rig!!

OVER \$18,000<sup>00</sup> IN PRIZES!



**You have the POWER.** In this contest you don't rely on the luck-of-the-draw. You determine if you win or not. You win by outsmarting others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

**Video Gaming Rig Contest.** Win the ultimate home theater/video gaming rig. You'll win all the audio/video components shown in six speaker surround sound, big screen mega rig plus the Sega Genesis, Sega CD, Menacer and Power Clutches. Bonus Options include: Sega VR, VCR, \$1,000.00 in games, cash, accessories and more!

**Computer Gaming Rig Contest.** Win a 500Hz 486 DX with 17" SVGA

monitor, 8 meg RAM, 340 meg hard drive and software (a monster machine). Bonus options include: CD-ROM, Thrustmaster joystick and weapons controller, Sound Blaster Pro, modem, cash, more and more!

**We're talkin' GAMING HEAVEN!**

**Directions.** Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Start with the Mystery Word Clue.

**in the future.** There will be four more puzzles at \$200 each and one tie-breaker at \$100 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 60% will have the highest score possible score to Phase I, 40% to Phase II, 30% to Phase III, and 30% to Phase IV. The tie-breaker determines the winner. If players are still tied they will each receive the grand prize they are playing for.

## Mystery Word Grid

				S	MYSTERY
		E			—
E	N	T	R	Y	W
	T				—
				M	WORD

WORD LIST and LETTER CODE chart

ENTRY ... W	CHASE ... G	WINGS ... P	STORM ... E
MAJOR ... H	MICRO ... M	DREAM ... R	NINJA ... B
METER ... F	QUEST ... O	TURBO ... T	RULER ... S
RANGE ... A	TOWER ... J	FLINT ... U	HEAVY ... Z

**MYSTERY WORD CLUB:** WORLD RULERS HAVE IT. IT COMES OUT OF AN ORIENT AND IN THIS CONTEST YOU HAVE IT!

## Yes!

ENTER ME TODAY. HERE'S MY ENTREE FEE.

- ☐ (\$3.00) Video Gaming Rig Contest  
☐ (\$3.00) Computer Gaming Rig Contest  
☐ (\$5.00) SPECIAL! Enter Both (SAVE \$1.00)

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## References

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## OVERVIEW

Are you a Terminator fan? Flying Edge and Arena have two Terminator titles currently out for the Game Gear. The most recent Flying Edge release is *Terminator 2: Judgment Day*. Based on the storyline of the blockbuster movie, you play this one-player cart as a Terminator sent back in time to protect John and Sarah Connor from the liquid metal T-1000 Terminator, destroy Cyberdyne Systems and eliminate the T-1000.



This top bar boss has a mean kick. Beat him in by running in and hitting him, then retreating to the left before he has time to hit or kick you.



Search each room of the Pescadero Hospital for three things. Of course, you need to find Sarah Connor, your reason for being here. Rooms also contain power recharges, ammunition for your weapon and Cards for each floor's elevator.



The T-1000 liquid metal Terminator first appears in level two. You have to blast away to keep him down long enough to move to another area. Once you find him, he'll dog you till.



When you don't have a weapon, you can crouch both standing and kneeling. The object of the first level is to beat the boss and obtain a weapon.

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Find the T-2 icon and shoot it to get a Shield. You'll be temporarily invulnerable to enemy fire.



In the level two human shelter, shoot crates to find power-ups. Missiles are your best bet against death or to here.



The level one boss is this monstrous MK. Its weak points are the arms, head, mid-arm and torso. Its strong point? Missiles. Lots of missiles.



Level two is a wild truck ride. You must protect John Connor from flying MKs and running terminators. Use missiles against flying enemies.



**T2: The Arcade Game** by Arena is the Game Gear follow-up to the successful arcade and Genesis titles. But where the Genesis version was controlled by the Menacer™, you play **T2: The Arcade Game** with your Game Gear button. A one-player title, you play as a T-800 Terminator. Your mission is to make it to the human shelter and protect John Connor so he can send you back into the past to protect his younger self.



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From the fire you emerge, half man, half monster... a snarling wolfbeast hellbent on revenge. There's not a bolt-spitting arthropod who can stop

you on your quest to rescue your father. Tonight you've got enough animal instinct to tear apart a thousand mutant minions.

It's full moon fever and wolfchild to the rescue!



Pray for your life in the Ancient Temple and splinter roaring larvae and agonized cockroaches.



In the madhouse for birds, body-suckers and fire-spewing gargoyle before facing the psychopath himself.



With a howl, run through the jungle while fending off volatile vegetation and scaly-finned mutants.



Wolfsaving graphics bring to life every mutation, including subatomic lowlifelines and deadly ribbonous mouth squids.

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# COOL SPOT

## GAME GEAR

### OVERVIEW

The cool red dude with the 'tude brings his special fizz and pop to the Game Gear. He's Cool SPOT from Virgin Games. Wearing shades and walkin' the walk, SPOT — of 7-UP fame — somersaults, leaps, bounces, climbs and shoots bursts of 7-UP at enemies through eight big, maze-like levels.

**M**aximum coolness and helping a bud in need are the goals of Cool SPOT. Your chums have been captured by Wicked Will, who earned his name collecting rare creatures. You have to free them before the timed rounds

end, but you also have to collect enough coolness to be able to open the cage. Collect the red dots and your coolness increases. Achieve maximum coolness and soon you'll be seeing red all over the place!



In the Shet Shock level, check out the area under every cloud for red dots. Red dots add to your total coolness.



So close...and yet so far! Your pet is just out of reach. Jump to the left and hold on!



Watch out for crabs hiding in the sand. After you zap them, some will become power-ups.



Look for these places in the rolled wood to pass through.



You made it! Now shoot the lock off. Won't come off? Check your coolness rising at the far right of the screen. If it's too low, go back and collect more red dots, then try again.



You'll have to get good at rock climbing to make it through the Pter Pressure level. Press the O-Button Up to climb up and O-Button Down to slide down.

### NOT HINTS

- Power-ups include stopwatches, which add to your remaining time, and 7-UP glasses, which add to your health.
- You definitely want to grab the Bonus Round power-ups. The Bonus Round is big-time bouncing (en worth lots of extra points if you do it right).
- If you run out of time and have a life remaining to return to the round, all the enemies retreat, too.
- Explore everywhere high and low in each level for red dots.



The bonus level is 60 seconds of fizz and fuel! Look in the upper berths for extra points and stopwatches that extend your time.



Enemies dog you everywhere in the All the Way level. Watch out for the rascals: their long-range shots of cheese will take you out fast if you're not quick on the draw. Mousebros and buds in the show usually mean a mouse is nearby.





# THE LOST VIKINGS™

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# Game Gear Sightings

**T**otally outrageous! That's what we want to see. It's the Sega Visions search for astonishing Game Gear players. If you or a friend have played Game Gear somewhere completely different or totally peculiar we want to see your photo. Some of the photos we've received in the past include readers playing Game Gear atop a camel, in the sidecar of a motorcycle and on the steps of the Red Square in Moscow—get the idea? As with all of our contests, read the rules carefully, keep it safe, legal and harmless. Oh yeah, about the prizes—if you're eccentric

enough to win the Grand Prize, you'll get 25 Game Gear titles of your choice, a Deluxe Carry All Case (you're gonna need it), a Super Wide Gear, a Car Adaptor and a Clearing Gear. If you're a First Prize winner, you'll get your choice of 15 Game Gear titles and a Deluxe Carry All Case. And if you're a Second Prize winner, you'll get five Game Gear titles of your choice and a handy Holster Bag to boot. Sound good? Well, pack up your Game Gear and start thinking unique locale—but don't go looking for any camels—it's been done.



## OFFICIAL ENTRY FORM

Complete the information requested below on this entry form, or by providing the same information on a 3x5 card and mail it, stapled to your photo, to:

SEGA VISIONS  
GAME GEAR SIGHTINGS PHOTO CONTEST  
P.O. Box 3899  
Redwood City, CA 94064

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Locale of photo \_\_\_\_\_  
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## Official Rules:

1. No purchase necessary. Void where prohibited.
2. To enter the GAME GEAR SIGHTINGS please complete the Official Entry Form below, or by providing the same information on a 3x5 card, and send it along stapled to your Game Gear photo to Sega Visions.

GAME GEAR SIGHTINGS  
P.O. Box 3899  
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3. All entries must be postmarked by January 31, 1994. No mechanically reproduced entry forms will be accepted. Enter the contest as often as you like, but each entry must be mailed separately. Sega Visions is not responsible for lost, late, misdirected or stolen entries. Entries which are mutilated or illegible will be disqualified.
4. The prizes are one (1) Grand Prize of twenty-five (25) Game Gear titles of your choice, subject to present availability, a Deluxe Carry All case, a Super Wide Gear, a Car Adaptor and a Clearing Gear, one (1) First Prize of fifteen (15) Game Gear titles of your choice, subject to present availability

- and a Deluxe Carry All case, one (1) Second Prize of five (5) Game Gear titles of your choice, subject to present availability, a Holster Bag. Cash will not be awarded in lieu of stated prize. Winners are solely responsible for all applicable federal, state and local laws.
5. Winners will be selected by the editors of Sega Visions. The decision of the Sega Visions editors is final. The three (3) winners will be announced in the April/May 1994 issue of Sega Visions. By signing the entry form, you grant Sega Visions the right to reproduce and print your winning photo in Sega Visions. All photos entered into this contest become the property of Sega Visions. No photos will be returned. Winners may also be required to sign an affidavit of eligibility and publicity release prior to publication of the winning photos in Sega Visions or Sega Visions reserves the right to select an alternate winner.
  6. This contest is open to all residents of the US and Puerto Rico, except employees of Sega of America, Inc. and their immediate families.

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But that last spell they cast must have had a little mold.  
Their hutch full of bunnies is now empty, it seems.  
The rabbits are everywhere it's like a bad dream.  
Now for Wiz and Liz, it's a frantic affair.  
Racing to and fro to catch the last hare.

Join Wiz N' Liz in their frantic race to regain their way-  
ward rabbits. Dash across the screen collecting rabbits  
and gaining bonus points by scooping up ingredients for  
spells. This one or two-player game is a fast, smooth

playing, multidimensional, non-violent adven-  
ture that keeps you going at a furious pace. Chock full  
of hidden levels, puzzles and  
bonus games Wiz N' Liz will  
never cease to keep your  
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scrolling for super smooth animation  
and 56 levels of colorful graphics  
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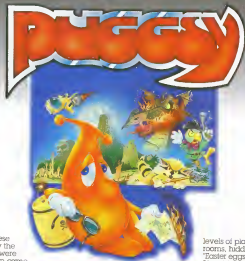
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Puggsy takes you through 50 plus

levels of play, filled with secret rooms, hidden levels and "Easter eggs". With Total Object Interaction™ (TOI™)

Puggsy actually uses his arms (no rodent's ever done that) to control forty different objects, solving puzzles and zapping over one hundred different alien creatures, as he waddles his way through seventeen bizarre lands.

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## Then It Hit Me."



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also features the full control, shot accuracy, stamina, speed and aggression. Shown your skills to qualify in domestic mode. Winner moves like bicycle kicks, sliding tackles, headers, traps and more. Then play world-class soccer in either tournament play or a 40-



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# Fast Takes

The number of titles that can play on Sega machines continues to grow at an amazing rate, so we had to come up with a way of telling you about all the games out there without making the magazine too big to fit in your mailbox. So, we came up with Fast Takes, a section where you can read about a lot of games, without having to read a lot of words.

Games in this section are rated on each of five categories: Graphics, Sound & Music, Play Controls, Depth & Challenge, and Overall Fun. These ratings are based on the intensive testing and evaluation carried out by our reviewers and game counselors. Starting this issue, we will be reporting ratings with the help of our friend Sonic—the more little Sonics next to a category, the higher the rating. Ratings are interpreted as follows:

Excellent	🐾🐾🐾🐾🐾
Very Good	🐾🐾🐾🐾
Good	🐾🐾🐾
Fair	🐾🐾
Poor	🐾

## Genesis

### Dashin' Desperadoes

Will and Buck (the dashin' desperadoes of the title) are constantly vying for Jenny's attention. This time, they're battling it out to see



who will be her bodyguard on her sound-the-world trip. We found the action fast and funny, with lots of fun places to go and things to do.

Six stages, each with three levels, provide lots of staying power for this one- or two-player game.



And the three levels of difficulty should satisfy even the most proficient gamers.



**Publisher:** Data East  
**Category:** Action/Arcade  
**No. Players:** Single, 2P (Comp)

Graphics	🐾🐾🐾🐾
Sound & Music	🐾🐾🐾
Play Controls	🐾🐾🐾
Depth & Challenge	🐾🐾🐾🐾
Overall Fun	🐾🐾🐾🐾

## Genesis

### Socket

Whoops, sorry We thought you said Sonic. Given the many similarities between the two games (even the titles sound similar), it would be easy to make that mistake. Sonic fans will have mixed feelings about this game, however.



On the one hand, they will enjoy seven sounds (with three levels per round) of Sonic-like action, puzzles and game play. On the other hand, the low challenge factor will probably make them wish they had waited for the next Sonic adventure.



**Publisher:** Vio Tokai  
**Category:** Action/Arcade  
**No. Players:** Single

Graphics	🐾🐾🐾🐾
Sound & Music	🐾🐾🐾
Play Controls	🐾🐾🐾
Depth & Challenge	🐾🐾
Overall Fun	🐾🐾🐾

## Genesis

### Awesome Possum



You are Awesome Possum, crusading for a clean, pollution-free planet. Your arch-enemy, Dr. Machino, will stop at nothing to turn the Earth into a toxic wasteland. You have to chase the evil Doctor through five separate worlds until you reach the ultimate showdown.



While we found the challenge to be worthy of most gamers, we thought the game could have been a little more fun (hey, it's a game, OK?). We also thought the graphics could have used a little polish.



**Publisher:** Tengen  
**Category:** Action/Arcade  
**No. Players:** Single

Graphics	🐾🐾
Sound & Music	🐾🐾🐾
Play Controls	🐾
Depth & Challenge	🐾🐾🐾
Overall Fun	🐾🐾

## Game Gear

## Game Gear

## Game Gear

## Game Gear

### Last Action Hero

"Like father, like son" might be a way of describing this action/adventure title spawned by the summer movie of the same name.



We got the feeling that the game was rushed into production a little too soon, probably before it was ready. How else can you explain the jerky play control, or the anticlimactic ending that most people would consider a letdown after a rough game?



On the plus side, we liked the crisp graphics, although we felt it needed more than that to keep the average gamer interested long enough to get through it.

### Agassi Tennis



While we liked the graphics, we thought the play controls could have been tighter — after all, isn't player control what a sports title is all about? The uneven play controls made this game more difficult than it should have been. We also thought the player movements looked unrealistic.



You can choose to play in a tournament which takes you through quarter-finals, semi-finals, or play against opponents of different abilities. But we couldn't figure out why there were only two female players and five males.

### Robocod

James Bond is back with a new adventure for the Game Gear. Battle the sinister Dr. Morder through nine challenging rescue missions as you try to save Santa Claus' factory from the penguin-shaped



bombs. This time our furry friend is outfitted with a special robot suit allowing him to venture onto land (hence his codename Robocod). We found some of the bosses to be



pretty tough, though not impossible. Perseverance is the key to getting through this one.

### Tesseract

This game is like pushovers for the mind — easy to get into, but hard to put down. The object is to remove tiles from the board by



jumping over them, ending up with one remaining tile. The tile's movement is determined by the colors of the adjoining tiles.



You can play a Tournament or single-player game, choosing Easy, Medium or Hard levels (and believe us, Hard is hard). There follow nine stages of increasingly difficult game play. A reverse option lets you back up any number of moves. If you like tough addictive puzzle games, you'll love this one.



**Publisher:** Sony  
**Category:** Action/Adventure  
**No. Players:** Single

**Graphics:** 4/5  
**Sound & Music:** 4/5  
**Play Controls:** 4/5  
**Depth & Challenge:** 4/5  
**Overall Fun:** 4/5



**Publisher:** Teet/Magic  
**Category:** Sports  
**No. Players:** Single

**Graphics:** 4/5  
**Sound & Music:** 4/5  
**Play Controls:** 4/5  
**Depth & Challenge:** 4/5  
**Overall Fun:** 4/5



**Publisher:** U.S. Gold  
**Category:** Action/Adventure  
**No. Players:** Single

**Graphics:** 4/5  
**Sound & Music:** 4/5  
**Play Controls:** 4/5  
**Depth & Challenge:** 4/5  
**Overall Fun:** 4/5



**Publisher:** Gametek  
**Category:** Puzzle  
**No. Players:** Single

**Graphics:** 4/5  
**Sound & Music:** 4/5  
**Play Controls:** 4/5  
**Depth & Challenge:** 4/5  
**Overall Fun:** 4/5

## Game Gear

### James Bond



As Special Agent 007, you have to infiltrate the evil Professor Greypers' private island and destroy his space shuttle. You'll meet some familiar faces along the way, namely Jaws, Bones and Oddjob.



With three difficulty levels, four stages and three levels per stage, this game should keep most gamers satisfied. And while we thought the game could have moved a little faster, we thought the ending level was great.

## Game Gear

### Gear Works

Lots of originality and a multitude of levels make this puzzle game tons of fun. You have to transform the 12 Wonders of the World into monumental time pieces by



linking gears and cogs on a peg board, and getting the one stationary gear to work. But use too many gears, and your 'machine' will overhear. And watch out for the Poffins, creatures that try to rust your gears.



To help you in your unique quest, you have access to an assortment of tools and weapons, such as guns, bombs and oil.

## Game Gear

### Off The Wall

This classic paddle game can trace its ancestry back to the old Apple II days. After many generations of improvements, this Game Gear



version offers Game-to-Gear capability for competitive play, 62 different screens and 999 levels of play.



The concept is simple: Move your paddle to hit a ball that's bouncing back and forth, until you knock it out the exit box and into the next level. Before you can do that, however, you have to knock a variety of bricks out of the way. While we felt the unlimited Continues made it a little too easy, we rated it high on Overall Fun.

## Game Gear

### Cliffhanger



If you loved the movie, you might get a kick out of this Game Gear version, but we won't guarantee it. For one thing, we thought the graphics and play control were about average, while the fun factor was definitely borderline, even with six levels and reasonably challenging game play.



Even the instructions were unclear. You are told to collect all the money bags to save your friends, but we found you can win the game without collecting any money or saving anybody. Go figure.



**Publisher:**  
**Category:**  
**No. Players:**

**Publisher:**  
**Category:**  
**No. Players:**



**Publisher:**  
**Category:**  
**No. Players:**

**Publisher:**  
**Category:**  
**No. Players:**



**Publisher:**  
**Category:**  
**No. Players:**

**Publisher:**  
**Category:**  
**No. Players:**



**Publisher:**  
**Category:**  
**No. Players:**

**Publisher:**  
**Category:**  
**No. Players:**

**Graphics:** [Rating]  
**Sound & Music:** [Rating]  
**Play Controls:** [Rating]  
**Depth & Challenge:** [Rating]  
**Overall Fun:** [Rating]

**Graphics:** [Rating]  
**Sound & Music:** [Rating]  
**Play Controls:** [Rating]  
**Depth & Challenge:** [Rating]  
**Overall Fun:** [Rating]

**Graphics:** [Rating]  
**Sound & Music:** [Rating]  
**Play Controls:** [Rating]  
**Depth & Challenge:** [Rating]  
**Overall Fun:** [Rating]

**Graphics:** [Rating]  
**Sound & Music:** [Rating]  
**Play Controls:** [Rating]  
**Depth & Challenge:** [Rating]  
**Overall Fun:** [Rating]





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To receive cash rebate, send this Form including 10 outer wrappers from full size rolls of Life Savers hand roll candy along with dated cash register receipt showing purchase of Sonic Spinball™ or other SEGA™ product. **THIS OFFICIAL FORM MUST ACCOMPANY REBATE REQUEST.**

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# ECCO THE DOLPHIN™



To activate the time sequence  
Ecco must learn a special song  
Consult the Information Glyph



The Killer Whale and other sea  
creatures will help you during your  
journey. Seek out the resonating  
power of the Shelled Ooze



The Atlantean knows mysterious,  
ancient secrets. Sing to him and  
reveal important powers



Ecco very slowly past the  
Octopus. He attacks when  
he senses movement



WELCO  
METOT  
HENEX  
TLEVEL



*Call to the Pteranodon. Only he can help you over these rugged cliffs.*



*Gosh darn it, Jenkins!  
How many times do I have to tell  
you to go before we leave the boat?*



*Ecco needs you to help him find his family and restore peace and tranquility to the ocean. Navigate through 17 mysterious levels. Fight sharks, octopi, and other treacherous creatures. Travel through time and enlist the help of an airborne dinosaur. Find the secrets that lay deep beneath the sea.*



## Heavy

### Remote Arcade Pad

Don't you hate when you are in the middle of some intense X-Men action and your little brother trips over your controller cord and sends your system flying? Or when your new laptop, Claws II, decides that your controller cord is a lethal bioform that must be brutalized and terminated immediately? The **Remote Arcade Pad** may help you overcome these little frustrations of everyday gaming life. With the Remote Arcade Pad you can sit up to 15 feet from your screen and enjoy unrestricted, hassle-free cordless game play.

Pretend the 6-Button Arcade Pad without a cord and you'll have a pretty good idea of how the Remote Arcade Pad looks and plays. It works by sending an infrared beam to a receiver that plugs into both ports of your Genesis. You'll get the same arcade-style feel of the 6-Button Arcade Pad with six buttons for easier, faster game play just like the 6-Button Arcade Pad, multi-move combinations are a snap.

The Remote Arcade Pad can also be used in either one- or two-player modes. For two-player remote gaming you'll need to purchase a second Remote Arcade Pad

(but not a second receiver, since the one receiver can handle two Remote Pads at the one time). With this newest addition to the Arcade Line you get compatibility with all Genesis and Sega CD games — and of course you'll get to take full advantage of all the new titles designed for six-button play.



**Six-Button Remote Arcade Pad**

**Remote Arcade Pad and Receiver plugs into your Genesis.**



**Team Player plugs into your Genesis System.**

### Team Player

If you've ever been accused of not being a "team player" here's the chance to prove yourself. This new adaptor can transform your Genesis into the ultimate team machine. Imagine planning your next party and telling your guests to bring their own controllers (BYOC). With **Team Player**, you and up to four (depending on the software) of your most leasty friends can get together for real team competition. You can compete for victory on new specially designed multi-player games like *Gauntlet IV*, *Lost Wings* and *Wimbledon Tennis*. See *Running The Gauntlet* for more information on the four-player version of *Gauntlet*. Also, check out the review of *Gauntlet IV* in this issue.

Team Player is designed to plug into either port of your Genesis. With four controllers plugged into one Team Player, you can play as individuals or two-on-two; add another Team Player and you and up to seven people can play. When all the players are plugged into the Team Player, just set the Select Switch to the multi-player setting. Once in the game, each player selects Start and their own options. The Team Player's plug accepts all standard Genesis controller plugs so each player can use the controller of their preference — allowing for the type of game being played and individual game play style.

Note that not all four-player adapters are compatible with all four-player games, and that some games that claim to be four-player may not work with the Team Player. To be absolutely sure, check the box to see that the game will work on the Team Player. Team Player is the only multi-player adaptor that fully supports six buttons, the Mega Mouse and the Activator, not to mention future eight-player games. Team Player is available in stores and directly from Sega by calling 1-800-USA-SEGA.

## Mouse Update

Mega Mouse Flash - New Mouse info just in - the redesigned mouse has a sleek new symmetrical design. It's like a PC mouse that has been specialized for video games - perfect for lefties or righties. You'll especially appreciate the point-and-click accuracy if you like role playing, action, puzzle or art and paint titles. It has three Action buttons and a recessed Start button (so you don't accidentally press START in the middle of your all-time highest scoring game). **The Mega Mouse** comes with its own thick Mega-Mouse pad which is durable enough to use on your floor or even on your lap. Watch for Mega Mouse compatible games due out soon such as *Populous II*, *Fox and Gears*, *My Palm* (Sega CD), and *Shogun - Dragons Eye*, with lots more compatible titles in the works.



## ASCII's New Six-Button 'Sticks'

In the market for a good six-button controller? You should take a look at what ASCIIWARE has to offer. One of Sega's licensed manufacturers, ASCIIWARE is already known for its highly popular SG series of Genesis compatible three-button controllers. With six-button compatible games now a reality on the Genesis and Sega CD, ASCIIWARE has taken their considerable knowledge of Sega products and come out with two six-button controllers, the **ASCIIPad SG-6™** control pad and the bigger **Fighter Stick SG-6™**.

Already available in most toy and game stores, the new ASCIIWARE six-button SG-6 controllers contain all the features that have made their products popular with gamers, plus the additional buttons and advantages of six-button play.

## Tough Sticks

Pick up either the **Fighter Stick SG-6** or the **ASCIIPad SG-6** and you'll notice how well they fit your hand. Each is based on the ergonomic design they've made famous with their earlier controllers and are very durably built. Standard pad features include an extra-long cord, Autofire and Turbo for all six buttons, Slow switch and Start button. There is also a Mode switch which lets you use the stick and pad as three-button controllers, playing with the A, B and C Buttons.

The main difference between the two, besides size, is the button layout. Look carefully at the **ASCIIPad SG-6** and you'll notice that the Z and C Buttons are located on the outside front of each pad instead of the familiar three-by-three button layout of most controllers. ASCIIWARE chose this innovative design after conducting an extensive survey of game controllers. While hardcore Sega players may find the 'two-by-two and two side' layout unfamiliar, a little play time will have you into your favorite moves and combos with the greatest of ease.

You'll be able to join on your SG-6 controllers with such games as *Street Fighter II* from Capcom and *Eternal Champions* from Sega (see the extensive review in this issue), as well as every game officially licensed by Sega for six-button play. Whether you like hand-sized controllers or go for the larger sticks, ASCIIWARE's new six-button **Fighter Stick SG-6** and **ASCIIPad SG-6** are how to win.

Players will find the **Fighter Stick SG-6's** short stick and three-by-three button layout familiar and easy to use.



The revolutionary new **ASCIIPad SG-6** has a two-by-two and two side layout that allows you to hold the control pad at a flatter angle. Many players find this position more comfortable.



## GET ACTIVATED!

If winning twenty-four (yes, that's 24) FREE games doesn't interest you, read no further — cuz believe it or not, that's the prize for this contest. Here's the story: Recently a few of us here at the magazine spotted a co-worker totally engrossed in a game with the Activator. It was something about the way he was jumping up and down on one foot with his hands above his head — like he was trying to do Kung Fu and fling down a zoo at the same time — that inspired us to have a new contest. The first ever — Get Activated® Contest.

The rules (read 'em carefully) are simple — just send us a photo of yourself using the Activator. The judges will choose three winners based on:

- 1) Best all round
- 2) Most athletic, and
- 3) Funniest.

All three winners will receive the following games that are outlined in the Activator Game Guide (subject to present availability):

Ayrton Senna's Super Monaco GP I  
Ayrton Senna's Super Monaco GP II  
Best of the Best Championship  
Cool Spot  
Cyborg Justice  
Decapattack  
Eternal Champions  
Evander Holyfield's "Real Deal" Boxing  
G-LOC: Air Battle  
Golden Axe  
Greatest Heavyweights  
Kid Chameleon  
Mortal Kombat from Arena  
Outrun 2019  
Sonic The Hedgehog  
Sonic The Hedgehog 2  
Street Fighter II: Special Champion Edition from Capcom  
Streets of Rage  
Streets of Rage 2  
Super Hang-On  
Talespin  
ToeJam & Earl  
World of Illusion Starring Mickey Mouse  
X-Men

Win  
Theme  
Games!



## GET ACTIVATED! CONTEST RULES

1. No purchase necessary. Void where prohibited.
2. To enter the GET ACTIVATED CONTEST please fill out the Official Entry Form below (or by providing the same information on a 3x5 card) and send it along with your ACTIVATOR photo to Sega Visions.

### GET ACTIVATED CONTEST

P.O. Box 3099

Bethesda, MD 20814

3. All entries must be postmarked by January 27, 1994. No mechanically reproduced entry forms will be accepted. Entry to the contest is open to all who are 18 years of age or older. No purchase necessary. Sega Visions is not responsible for lost, misplaced, or stolen entries. Entries which are mutilated or illegible will be disqualified.
4. The prizes for each of the three winners will be the twenty-four titles listed above. Cash will not be awarded in lieu of disqualification. Prizes are solely responsible for applicable federal, state and local taxes.
5. Winners will be selected by the editors of Sega Visions. The decisions of the editors are final. The three City winners will be announced in the April/May issue of Sega Visions. By signing the entry form, you grant Sega Visions the right to reproduce and use your winning photo. All photos entered into this contest become the property of Sega Visions. No photo will be returned. Winners may also be required to sign an affidavit of eligibility and publicly release prior to publication of the winning photo in Sega Visions or Sega Visions reserves the right to award an alternate winner.
6. This contest is open to all residents of the US and Puerto Rico, except employees of Sega of America, Inc. and their immediate families.

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Complete the information requested below on this entry form (or 3x5 card) and mail it, stapled to your photo, to:  
SEGA VISIONS ACTIVATOR CONTEST  
P.O. Box 3099, Bethesda, MD 20814.

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Address \_\_\_\_\_  
City \_\_\_\_\_ State \_\_\_\_\_ ZIP \_\_\_\_\_  
Phone ( ) \_\_\_\_\_ Category \_\_\_\_\_  
Sex \_\_\_\_\_ Age \_\_\_\_\_

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Heavy  
EQUIPMENT



**ACCOLADE**  
GAMES WITH PERSONALITY

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Bubsy is a trademark of Accolade, Inc.

# STREETS OF RAGE 2



*Shao Kahn's Double Side Kick Attack. Shao delivers a Head Butt and Elbow Smash Combo*



*Shao's Magma Attack is a super headache for these punks. Use the Corker's Attack on the bikers looking around the corner*



*Shao's deadly Kikouka Attack can even hit the odds. Look for power ups and weapons inside the trash can and other containers*



*If Shao's Double Side Kick doesn't put out that fire, try the Magma Attack. Just join on a rampage when he gets his hands on weapons like the last page*



W E L C O  
M E T O  
T H E N E X  
T L E V E L





*Anel's Grand Unpleasant is the key to reaching Mr. X. Hang onto your fur once and for all with the Dragon Smash!*



*Honey, the fellow with his knee in the street thing's groin— isn't that the Johnson boy?*



*Skate, Blast and Anel of Streets of Rage™ 2 have all their tricks from the Genesis™ version, plus a completely new maneuver. Good thing, too. 'Cuz if they're going to bring peace back to the streets, they're going to have to go through Mr. X. And he's not feeling very neighborly.*



# SPORTS Playbook

THE INSIDE TRACK ON SPORTS GAMES

**H**oliday greetings, sports fans! This pass, the Football Section contains reviews of NFL Football '94 Starring Joe Montana, Madden '94, Tecmo Super Bowl and NFL Quarterback Club. Check out the plays and the moves, then take a look at the Football Features Grid on page 112 for a side-by-side

comparison of their features.

Next, we're taking a hard look at Pro Moves Soccer, Champions World Class Soccer and FIFA International Soccer—all new for the Genesis.

For the golf nut, we've got two titles that make you wanna put on a bright green shirt, Bermuda shorts and a pair of golf shoes: Pebble Beach

Golf Links for the Genesis and PGA Tour Golf for the Game Gear are exactly what the indoor golfer and golfer-on-the-go ordered.

To round out the sports titles covered in this edition of Sports Playbook, we'll show you two skimming games that feature the sport of fisticuffs. We'll visit Riddick

Bowling for the Game Gear and Greatest Heavyweights for the Genesis.

Remember, sports fans, Sports Playbook is your inside track to sports games. Look here every issue for bigger and better coverage of all the hottest titles.



**G**o for a whole season of League play: the Playoffs and the Super Bowl in this electrifying position title from Sega Sports. You'll never lose a play with full battery back-up. Try great new features like audibles, screen passes, 360-degree spins and diving catches. Change your view and play dynamics from game to game by checking out all six unique field views and varying the weather conditions. Join players like Reggie White, Jerry Rice and Emmett Smith down on the field for all the helmet-cracking impact.

## HOT HINTS

- ✓ Create offensive blowouts with the new Speed Bursts.
- ✓ Hit Button C for an audible at the line at scrimmage.
- ✓ Take turns with a friend and change the Vertical Perspective from an offensive to defensive perspective by hitting Pause and choosing Field View.
- ✓ Follow the Game Stats and use the information. If you are not successful in the air, try running.

**WARM-UP**  
Spectacular gridiron action comes your way with NFL Football '94 Starring Joe Montana from Sega Sports for the Genesis. Joe and the actual players of the NFLPA are here with the 28 real NFL teams, logos, stats and true player attributes. You get more than 800 NFLPA players, terrific new player animations, hyper-responsive player control and a hot new "Behind-the-Quarterback View" that puts you right on the field. Try the new Speed Bursts to elude defenders, easier passing control and the jacked-up defense that will slam runners and receivers to the turf. A

GA  
faster, improved Sports Talk play-by-play keeps your ear on the game, and the new passing and running controls keep your hands controlling the play with even more ease.



Make all your choices at this screen before the start of the game. You can even choose to coach or play.



Choose your play and screen your line-up at this screen.



Turn on the speed with a Speed Burst by pressing Button C while running.



You can control the ball movement somewhat with the B-button while kicking field goals.



Try adding snow or rain for variations in play.



The new red sidelines will tell you when your first-down attempt is good.



Give the runner with Button C.



Snow on the field won't greatly affect your ball-handling ability.

## Madden NFL '94



**A**nd then there are the Mad-demens. What (you ask) are Mad-demens? This is a Maddenism. "The quarterback should never hold the ball that long!" you hear after a play. You can turn on and off John Madden's ongoing and sometimes scaring commentary about your winning and messed-up plays. From fake snaps to sub-bles and no-huddle offenses to dual-view instant replay, you'll find a lot of helmet-busting football in this cut.

### HOT HINTS

- ✓ Very few plays fly choosing to flip them and run them from the opposite side.
- ✓ All the Play Call screen bluff your human opponent by pressing Button B when the box is over the play you're pretending to call.
- ✓ Try the No Huddle Offense as the clock is running down on the end of a half.
- ✓ Substitute your QB with a better runner if the team you are playing has given up zero yards passing.



Look at the thermometer that offers a visual view of your teams' matchups so you can easily compare your strengths and weaknesses.

### WARM-UP

Madden NFL '94 from E. A. Sports for the Genesis is not the same old pigskin game as Madden '93. This title features 80 teams, including 28 '93 NFL teams, 12 all-time great franchise teams, 38 Super Bowl teams since '66 and two "All-Madden" teams. The various play modes include exhibition, full season, championship, franchise and new playoffs. Use either your three- or six-button controller for easy play choices. With variable views, weather, pass catch mode and play call mode, you won't ever be stuck in the same old game.



The return man automatically catches the ball when you are receiving. Concentrate on where the defenders are and how to get around them.



Before A chooses the play, first remember that you can change your mind and choose again. The last press of Button A is your final choice.



On a pass, choose from the log three boxes labeled A, B and C by pressing the respective Button.



If the opposing quarterback holds the ball too long you can sack 'em smack 'em. Enough said.



Take those punties and make 'em. This one goes all the way to the end-zone.



Use the Drive Summary to follow your progress.



Use Button B to escape all sorts of a kick, starting with the snap.



Check your game stats throughout the game to see in what areas your weaknesses lie.

TECMO  
SUPER BOWL

The popularity of Tecmo's titles is due to their ease of play. This one's no different. The game play is easy to control, easy to understand and fairly solid. There's no real coaching simulation. You just set your plays and go. The cinematic screens are what sets this one apart. Line up for a field goal kick and suddenly you are swept into an amazing animated sequence that takes you from the kick right through the ball bouncing off the uprights... and through. Arcade action and big cinematic animations are the keys with Tecmo Super Bowl.

## HOT HINTS

- ✓ Save your game results and team/player stats via the battery for later play.
- ✓ Go for a field goal if you are past the 40-yard line.
- ✓ Kick as deep as you can, 'cause there are now kickbacks.
- ✓ Scroll through the players for those with the hottest stats when setting up your own pro bowl.

## WARM-UP

Go for some yardage with Tecmo Super Bowl from Tecmo for the Genesis. This title features all the real players from the National Football League Players Association (NFLPA) and 28 actual NFL teams. This update of the arcade smash hit has all-new cinema screens, a new Coach mode and the original arcade Tournament style. This 8-meg cart lets you create your own pro bowl from the existing teams and players or try a three-year schedule of 17 weeks each.



Select your team from among these 28 real teams.



The Play Choice screen is where you do your best to out-strategize your opponent.



A cinematic field goal attempt occurs after you hit the Kick Button.



Timing is the key to distance during the kickoff.



Have a long bomb once in awhile.



Sack the quarterback and you get a cinema screen as a prize.



You only see the scoreboard if you put numbers on it and at the end of the game.



Vary your play. Flashy passes are great but it never hurts to run for the first down.



The first of these screens is what you see as you complete a touchdown and the second is your cinematic reward.

**F**eatures include 28 NFL teams and 128 offensive and defensive play possibilities all rolled into an authentic play experience. Test your skills in Exhibition, Playoff and Super Bowl play in the "Create your own QB" area, you'll select from various skills, like speed and accuracy, to build your own ultimate up dog. The Quarterback Challenge has four skills competitions --- Accuracy, Speed and Mobility, Distance, and Read and Recognition.



The Team Matchup screen lets you compare the strengths and weaknesses of the clubs chosen.



Check out the differences between your QB and the one picked up by your opponent and use them to your advantage.



The Play Call screen will have 128 offensive and defensive plays.

The NFL, Quarterback Club™ is a trademark of the National Football League. All Rights Reserved.



#### WARM-UP

Airborne pigskin and bone-jarring tackles abound in NFL Quarterback Club for the Genesis. With 10 NFL quarterbacks, including Boomer Esiason, Jim Kelly, Warren Moon and Mark Rypien, in their very own Quarterback Challenge, you'll use the sport's biggest and best gunslingers. Check out the one-of-a-kind "Quarterback's-eye-view" in this early look at

what promises to be a great cart. Create your own quarterback for competition or take on the Quarterback Challenge by pitting the leagues' best arms against each other in four skills competitions.



Move down the field with the ball for the reception.



At the win of the loss, you get the choice of defending or receiving.



Watch the kick meter for the optimal release time.



Kick it far enough and it's touchback time for your opponent.



This "Quarterback's-eye-view" of the field offers you the chance to get down on the turf with the best.



This is what you've been waiting for... Touchdown!

Football  
Features Grid

## GAMES

	Madden NFL '94	NFL '94 Starring Joe Montana	NFL Quarterback Club	Tecmo Super Bowl
Cart Size (or capacity)	16 megs	16 megs	16 megs	8 megs
Teams	80	28 current	28 current	28 current
Number of Players	1 to 4	1 to 2	1 to 2	1 to 2
Defensive Plays	70	46+	128 defensive and offensive combined	N/A
Offensive Plays	144 (not including special teams)	thousands (includes individual teams)	128 defensive and offensive combined	N/A
Official Licenses	NFL, Madden	NFL, NFLPA, Montana	NFL Quarterback Club (10 stars)	NFL, NFLPA
Stats Tracking	Team Season Stats	Team, Player	N/A	Team Season, Player
Play Modes	Exhibition, Season, New/Championships/Franchise-Playoffs	Exhibition, Season '91, '92, '93	Regular Season, Playoffs, Super Bowl, Exclusive Quarterback Challenge	Coach, Arcade, 3-Year Schedule
View Perspectives	1	6	1	1
Instant Replays	yes, with reverse	yes	no	no
Animations	yes, changeable during game	yes	N/A	no
Changeable Weather	yes	yes	yes	no
6-Button Compatible	yes	yes	yes	no
Battery Back-Up	yes	yes	no	yes
Talk Feature (speech, commentary or announcer)	Maddenisms (advice and comments)	Full Play-by-play	no	no
Cinematic Cut Scenes	Scoreboard Animations	Yes, Referee Scenes	N/A	Tons of Varied Scenes

# WE WANTED TO EXPLAIN HOW ACCURATE OUR F-117 STEALTH SIMULATOR IS, BUT THE PENTAGON GOT A HOLD OF OUR AD.

Code YY456-Z5812  
Document #72 [REDACTED]

[REDACTED] Make no mistake, F-117 Night Storm, featuring the F-117A Nighthawk, is the top of the line high-end flight simulator available to the public. It is also the first F-117 on Sega Genesis in the 16 MEG format [REDACTED] making it the [REDACTED] powerful and authentic copy of the world's most sophisticated strike fighter. 16 MEGs of digitized speech and pre-mapped special effects, as well as [REDACTED] make for big pay-offs when targets are struck. Not unlike the CIA Mission over Libya when [REDACTED]



Your mission begins at the training grounds in [REDACTED], Nevada. Further instruction [REDACTED] Baghdad, MIG-infested [REDACTED] hotspots.



Cuba, Grenada, [REDACTED], Libya, Panama [REDACTED], Peru, and others. F-117 Night Storm even has movie inserts that pictorially illustrate the unfolding gameplay. For example, [REDACTED]. There are two modes of play: arcade and campaign (for a [REDACTED] career) [REDACTED] which basically means the specs of this simulator are frighteningly realistic. For example, revolutionary infra-red displays and laser targeting. Not to mention [REDACTED]. Your weapon

is 43 ft. 4 inches, overall length 65 ft. 11 inches, body length 55 ft. 1 inch, height 12 ft. 3 inches, wing/body area 1070 sq. ft. Powered by [REDACTED] non-afterburning engines. Thrust 10,600 lb., bypass ratio 34:1, weight 1820 lb. Max take-off [REDACTED] per fuel (13,000 lb.) weapon load [REDACTED]. Max mach speed [REDACTED] max speed at sea level [REDACTED] best max speed at 35,000 ft. [REDACTED]

Weapons available: GBV-27 Paveway, AGM-88A HARM, AGM-65E Maverick [REDACTED]

**16  
MEG**



Basically, this F-117 flight simulator is loaded down with all the bells and whistles. No ifs, ands, or buts.



**ELECTRONIC ARTS**  
Visit your retailer or call  
1-800-245-4525 to order.



**B**ast up the pitch, executing moves like head shots, bump-and-run high kicks, slide tackles, mow-kicks and illegal holds. Each of your teams has its own playing style and you can configure a team to your own liking and save it via password. There are four methods of play we're sure you'll enjoy—a self-running demo that pits the computer against itself, one player against the computer, head-to-head and two players teaming against the computer. Use your options to set field and weather conditions for ever-changing play.



Choose your team from this Select screen. Learn the differences between teams for stronger stats.



As you start your game you are given the Team Roster and Player Profiles. The Player Profile will tell you about each player's speed, intelligence and agility.



Feel a shooter and he gets a Penalty Kick on the goal.

## PRO MOVES SOCCER



### WARM-UP

Pro Moves Soccer from ASCII Entertainment Software for the Genesis is a full-featured soccer cart with 32 individually designed international teams. Unlike many straight "run and pass" soccer titles on the market, this one offers 10 professional soccer moves for your players and stats that even define each player's speed, intelligence and agility. Six- or three-button controller compatibility enhances your tournament or exhibition play. This is the first title from AWS (ASCIIware World Sports) in their new value-priced sports line. Pro Moves Soccer offers solid soccer competition for one or two players.



Keep an eye on the box at the upper right of your screen for player and ball position.



The only time you have control of the goalkeeper is during a Penalty Kick.



Use the D-button to set the direction of a corner kick and press Button R.



To do a Slide Tackle when you don't have the ball, choose the direction with the D-button and hit Button R.



Commit a Negrant personal foul and get a Yellow Card. Do it again and the player is out of the line-up by getting a Red Card.



At half-time and post-game, check out your stats to figure out where your weaknesses lie.



You have no control of the goal kick. Pay attention instead to your player position.

### HOT HINTS

- ✓ The team at the top of the screen always controls the ball first.
- ✓ For an extra burst of speed double tap the D-button.
- ✓ Shake off defenders by running a complete circle around them and get them to commit to a Slide Tackle.
- ✓ Switch players as the ball moves up the field rather than naming an individual player all over the place.
- ✓ Try perfecting a No-Look Backward pass. It's deadly.



# FIFA International Soccer

You see 'em all the time... kids playing soccer with whatever is at hand. No need for any expensive equipment — just a couple of coats down as goal posts and any ball or can will do in place of stretched leather. It's this kind of feel that makes soccer accessible. It's these kids who end up being the next Pelé, Maradona or Cruyff. FIFA stands for Fédération Internationale de Football Association. This international federation of soccer players is Olympic-level amateur sports and very serious about the game.

You can play FIFA International Soccer in five different modes, from Exhibition to Tournament. Make choices like weather, field type, penalties (or no), computer or manual goalie control and many more.

## HOT HINTS

- ✓ Adjust your Team Coverage to the style of game you prefer, but remember the further you push your defense up, the bigger the chance of being undermanned when your opponent counter-attacks.
- ✓ Choose All Out Defense from the Team Strategy when you are ahead and want to stay there.
- ✓ Use a bicycle kick or header when the ball is in the air in front of your opponent's goal.
- ✓ If you are offering penalties and the referee decides that your infraction is particularly vicious, he'll show you a yellow card. Do it again with the same player and you'll find you are a player short.

Think realistic soccer action and feel that's gonna make you want to play again and again and you are thinking FIFA International Soccer from E.A. Sports. This Genesis title brings the speed and heart-pounding thrill of international soccer to your living room with all the trimmings. Play with 48 national teams, line-ups and player attributes. The planet's most popular sport can be played for the sheer fun of it, by choosing the Action mode, or as a soccer coach's dream in Simulation mode. Either way we know that this cart will convert even those who haven't watched or played a soccer game in their lives.



When manually controlling the goalie, use the D-Button to choose the direction of his dive and Button B to go for it.



Adjust your team coverage to suit the situation. You can rearrange during play.



Your Team Strategy can be adjusted anytime. For instance, when you are losing and there's little time left try All Out Attack. You've got nothing but the game to lose.



If you win the toss at the start of the game, you get to choose to defend or play the first kickoff. If you lose, you get to choose the side of the field you want to defend.



On a throw-in, use the D-Button to choose the direction that the ball will go, then hit any Button to throw.



During a goal-kick, press Button C to open a window to check where the kick will go. Move the window with the D-Button and then kick with Button B.



Choose the direction of the corner kick with the D-Button and let fly with any Button.



After an intense and hard-fought play you can hit the Start Button and choose Instant Replay to watch it again.



To head the ball when it's in the air tap Button C, to volley tap Button A and to bicycle kick hit Button B.



Committing a sliding charge can be dangerous, foot-wise. To do it anyway press Buttons B and C simultaneously.

# SPORTS Playbook

## Sneak Peek

**S**occer is and should be on the minds of American sports fans. In spring 1994, the U.S. will host the World Cup Soccer Championship in Chicago. Bring that same intense action into your living room with

defending goalies who can deflect, catch, bat, clear, kick, knee trap and feint trap the soccer ball. In this title, the player with the ball can shoot, pass or kick and the defender can tackle, clear or slide tackle.

### WARM-UP

**Champions World Class Soccer** from Flying Edge brings action-packed, high-scoring international soccer to the Genesis. This cart comes with both horizontal and vertical-scrolling perspectives, 32 international teams and game updates that feature country facts, stats and instant replays of outstanding action. This early look at **Champions World Class Soccer** shows great player size, tie-breaking shootouts and solid, hard-hitting sound effects. This one has realistic goalie and player actions and some of the best soccer play from seven continents.



# CHAMPIONS™ WORLD CLASS SOCCER



The Kickoff occurs automatically. Take the ball and go!



The purpose of the game? Score as many goals as you can.



Use the Tackle Button to drop the guy with the ball.



Select from 32 international teams at this screen.



By hitting Pause, you can turn the Radiar off or on.



Choose the best formation for your team, depending on team stats.

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**son of chuck**



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## Pebble Beach Golf Links

### WARM-UP

Bring the thrills of the most famous golf course in the U.S. into your home in *Pebble Beach Golf Links*™ from Sega Sports for the Genesis. This great golf game has five exciting play modes — Practice, Stroke Play, Match Play, Skins game and Tournament Play versus 48 top golfers. For one to four players, this title even has a Create Data feature that lets you enter your own name or any famous name you wish. Save complete stats, a round or even the tournament for later play via battery back-up. This early look shows us a title with solid game play and amazingly real graphics of the *Pebble Beach Golf Links*.



**S**ats bounds should be happy to note that you can store everything from longest drive, fairways hit and greens hit in regulation, to puts per hole and more. A few of the features included are

Caddy Advice, Instant Replays, Putting Grid, Leader Board and actual Hole Fly-bys. Grab your clubs and climb into the car: you are entering the grounds of Pebble Beach Golf Links.



Select your golfer from the various male and female golfers available.



A sand wedge might just help you out of the bunker. Don't ignore your caddy's advice.



The view as you tee off from the first hole. Fade your shot to the right for a better drive.



Keep an eye on the highlights of other golfers' games in Tournament mode.



The title screen shows you an early peek at the infamous smooth hole.



Use the Instant Replay feature to get another look at that sweet shot.



Use the Hole Fly-by feature to take a good look at the hole you are about to play.



Use the Putting Grid to read the breaks in the green.

# WARM-UP

Hit the links on four great courses with PGA Tour Golf for the Game Gear from Tengen. Play the greens at TPC Avenel, PGA West, TPC Sawgrass and custom-designed Sterling. Strategize real-life course conditions with an array of different shots, including chips and punches. Read the green with a rotating 3-D putting grid. Play practice rounds on any of the first holes with either driving or putting. This battery-backed cart will let you save games or tournaments in progress and even relive great moments via an Instant Replay feature.



**S**olid color, real courses based on actual blueprints and the chance to take your golf portable are the keys with PGA Tour Golf. This conversion of the hit Genesis title translates well to the small screen. From

changing weather conditions to advice at the start of each hole, this game captures golf's realistic atmosphere. Join in the tournament at TPC Sawgrass for a chance at the \$2 million purse.



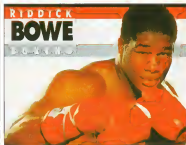
Use the putting grid to read the green — "cause you drive for show but putt for dough.



Place the cursor for direction on your putt.



Listen to the hint at the start of each hole. This is a hint for the first hole at TPC Sawgrass.



# WARM-UP

Rock your opponent's world with Riddick Bowe Boxing from Extreme Entertainment for the Game Gear. This one- or two-player (Gear-to-Gear) brawler of a boxing title features Riddick "Big Daddy" Bowe — the undisputed WBC Heavyweight Champion of the World. Using three different modes, you can play a one-player match toe-to-toe against a computer opponent, choose Career Mode and go after Bowe's title with a fighter of your own creation or play a pal via a Gear-to-Gear link and use any of the 25 fighters available.



**C**ontrol-wise, Riddick Bowe Boxing is easy to master, even though the game is a real challenge. Button 1 is a left, Button 2 is a right, placement of the punches is via the D-Button and to block, press both Buttons 1 and 2 simultaneously. You can even taunt by pressing the

D-Button Up and Buttons 1 and 2 together. Build your own fighter in the Career Mode and take him up through the ranks. Between rounds you can choose from three different types of training. Each of these has a direct effect on your fighter's power, strength and stamina.



Choose your fighter from this Gear Select screen.



Down for the count? Hit Buttons 1 and 2 alternately as fast as you can.



You can choose to fight the next fighter above you or try to jump as many as two ranks if you think you're hot.



Press D-Button Up and Buttons 1 or 2 for an upreset.

**S**et up exhibition bouts or a full-fledged eight-fighter All-Time Heavyweight Tournament. In addition to all the fighters' moves, this game has crowd-filled backgrounds and sounds that make every punch seem real. Each of the fighters has his own personalized taunts, so you can anger as well as humiliate your opponent. Rocky Marciano taunts in his distinctive Boston accent, "I'm gonna embarrass you!" This hot Sega fighting game has 8 maps devoted to sound effects, voice and music. Between the ease of control and the true three-judge scoring, *Greatest Heavyweights* steps beyond the simple punch-count slugfest and into the true finesse of championship boxing.



This is the screen where you select your fighter. Choose your match-ups carefully.



Switch between body and head jabs.

## WARM-UP

Who's the greatest heavyweight boxer of all time? Find out with *Greatest Heavyweights* for the Genesis from Sega Sports. This boxing cart weighs in at 16 megs with a battery back-up and features eight great former heavyweight champs — Muhammad Ali, Jack Dempsey, Joe Frazier, Larry Holmes, Evander Holyfield, Joe Louis, Rocky Marciano and Floyd Patterson. These fighters look, jab, punch and move just like the real champions. *Greatest Heavyweights* lets you prove who's got the glass jaw with real three-judge scoring and a build your own challenger mode. Great slow-mo or stop-action replays let you relive the action, blow by blow. This game is Activator-compatible or you can use your three- or six-button controller to put together the fight card of the century.



As the fighter is introduced you can check out his rank, wins and losses.



Glance him with a right hook to the jaw.



This is your between-rounds Punch Stats screen. Look carefully to see where you can improve your average.



When you are testing the canvas, hit Button A repeatedly and quickly to get your fighter back on his feet.



Whether you are the winner or loser — check out the fight stats to see who won which rounds.



Keep an eye on the boxes showing your fighter's head and torso. These will gray as you take hits and you'll know what kind of shape your co-fighter is in.

## HOT HINTS

- ✓ Watch the other fighter carefully. If he's blocking low and left, come in with a high right and so on. You can win your bouts by watching for your opportunities rather than swinging mindlessly.
- ✓ Use that Block Button. A well-timed block can mean the difference between a win and a loss.
- ✓ Check the punch percentage and count between rounds. You will be able to see where you are lacking and excel.
- ✓ Don't hesitate to stress out a human opponent by showing them instant replays of punishing combos.
- ✓ After creating a challenger, learn when to step out of the ring and call it quits. You can always build a new challenger after a couple of serious losses.



When you win, you'll be featured in a newspaper headline like this one.



When fighting the computer, use the upstart as the middle or end of a combo. Otherwise it's often blocked.



# PUT A NEW SPIN

## SONIC THE HEDGEHOG SPINBALL™



Yowl into the Volcano Veg-O-Plosion and kick some 'Boil'!



Cap the Chaos Emeralds to bust Robotnik's family jewels!



Get down...get up...get a new perspective in the 3-D Pinball Bonus Round!

**STRAP ON YOUR  
POWER SNEAKERS  
FOR SPINSATIONAL  
NEW SONIC MOVES!**

Lever-launch through eight fresh worlds of pinball-pumping mutant mayhem as Mobius' most heroic hedgehog rolls into action against the demented Dr. Robotnik! Thousands of Sonic's friends are about to become vegged-out robots... So why are you just sitting there? Get your flippers-flapping - and start spinnin'!



Neither slacks nor snow, nor a slime slurping Scorpion can stop him!



Pull the plug on this glovefight for a real globe warren!



Wade the evil Doc, save the refiners and make Mobius free at last. Hey, piece of cake!



### SEGA

WELCOME TO THE NEXT LEVEL.



# ON YOUR GAME!



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# THE MAGIC OF DISNEY.



JUMP INSIDE  
THE GENIE'S LAMP  
FOR A PINBALLING,  
PING-PONGING TRIP!



COLLECT THE TOKENS  
FOR A CRACK AT THE  
BONUS ROUNDS!



MOONING GUARDS!  
DIRT-WAD-SPITTING CAMELS!  
NICE NEIGHBORHOOD!



ANIMATION SO  
SMOOTH - YOU'LL  
SWEAR YOU WERE  
IN THE MOVIE.



# THE POWER OF SEGA™.



**S**URVIVE THE CAVE,  
RESCUE THE BABE.  
GENTLEMEN, START  
YOUR CARPETS!



**M**ORE VILLAINS! MORE SWORDS!  
SHISH-KASOB, ANYONE?

## Disney's Aladdin

**Y**ou've never seen anything like it!  
The one and only videogame with  
genuine animation created by the  
artists of DISNEY - combined with  
the action of SEGA® GENESIS®.

Fly with ALADDIN in the most  
awesome sword-slashing, side-splitting  
adventure ever! It's totally loaded  
with new villains, non-stop laughs  
and the fastest action this side of the  
Sahara! So hit the "start" button -  
**and hang on!**



SEGA

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WELCOME TO THE NEXT LEVEL.

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# VIZKIDZ!

**S**onic mania is blasting across the country! But beware—where Sonic blasts, Dr. Robotnik is soon to follow. To find out just what games the diabolical doctor is up to, check out our reviews of **Dr. Robotnik's Mean Bean Machine**. This challenging puzzle game is available for both Genesis and Game Gear. And we're featuring

three other cool Genesis games that we know you'll want to put on your holiday wish lists: **Pink Goes to Hollywood** lets you make tracks with the funkiest falsetto to hit the Hollywood strip—the Pink Panther! Then meet—and beat!—the Wet Bandits in the Big Apple in **Home Alone 2: Lost in New York**,

the game based on the popular feature movie. And for your kid brothers and sisters, we're featuring **Barney's Hide & Seek Game**, featuring Barney and Baby Bop, too.

Check out our new section where kids get to sound off (and get their class picture in the magazine, too!) "Way Cool" is the place where kids tell us what their class thinks is hot, the people, places and

things that make them say, "Way Cool!"

Which TV shows rules? What band is back to the bone? Tell us about your favorite TV shows, cartoons, the latest cool sayings, super 'dos, radical clothes... even what's hot for lunch. Check out "Way Cool" then send us your list! VIZKIDZ! wanna know!



**GA** We know Sonic is smarter and faster than Dr. Robotnik, the egg-shaped bad guy who tries to make Sonic miserable. The question is: Are you? Here's your chance to test your puzzle-solving power against Robotnik in a game of his own, **Dr. Robotnik's Mean Bean Machine** from Sega. It's a one- or two-player puzzle game on the Genesis that lets you play the bean game against Robotnik and his gang of henchbots, against a friend or practice on your own.

**Dr. Robotnik's Mean Bean Machine** looks simple—but looks can be deceiving! This game is a pure challenge for those who love beating puzzles—and who love beating Robotnik! Robotnik is holding all the happy bean folk of Beanville in his dungeon. It's up to you to save the jolly beans from a fate worse than being eaten! You must connect four or more beans of the same color to free them

You work against the timer in Exercise Mode, against Robotnik and his henchbots in Scenario Mode or against a friend in 2-Player Mode. Scenario Mode has a pass-word feature.

Each game mode has difficulty levels ranging from Easiest to Hardest, so players of all ages can help defeat **Dr. Robotnik's Mean Bean Machine!**



## HOT HINTS

Whenever you free two or more groups of beans consecutively in Scenario and 2-Player Modes, you create a "chain reaction." Chain reactions send refugee beans into your opponent's dungeon, and are the one sure way to beat your opponent.

You can group beans of the same color in many ways, as long as the sides of two beans touch. You cannot make diagonal groups, though. The Options screen lets you configure Buttons A, B and C to turn beans to the right and to the left.

You can break up a pair of beans by rotating the pair (and sideways) on an uneven stack. One bean will fall to the top of the shorter stack.

Speed counts! Make your beans drop quickly into place by pressing the D-Button Over. But rush too much and you will crash your bean!

You can't break up groups of refugee beans. You can get rid of them only when they touch a group of four or more beans of the same color.



In Exercise Mode, your friend Hat-Bean will sometimes drop into your dungeon to help you out.



In a two-player game, bean on eye is the top of your dungeon. You'll see refugee beans lying up, ready to drop. Press the D-Button Down to move your colored beans quickly into place before the refugee beans can mess up your grouping.



Here's the hippest cat to make tracks across your Genesis. Pink tracks, but pink is hot when you're the Pink Panther. In **Pink Goes to Hollywood**, the funky feline is all over town, baffling movie villains like Frankenstein as he pursues his dream to be a movie star. Pink shows off his movie-star ability on the movie sets of seven classics which are arranged as levels in the game. He rides into the Wild West in the Pink Ranger, scares up ghosts in Polter Pink and sells the Seven Seas in Pink Beard, among others. **Pink Goes to Hollywood** has all the action of the movies, from swimming the deep blue sea to magic carpet rides. Plus there are warp-ups within levels that transport you to other areas in the level and secret passageways to bonus rooms and other movie sets. As always, Pink has to be on the lookout for Inspector Clouseau...disguised, but dangerous!

## HOT HINTS

There aren't any passwords or places where you can restart within the levels, so start out the game with the most of seven lives (you do have continues, though). Go to the Options screen to change your Lives to seven.

Here's you should know:

- **Loop Jump:** Hold down the Jump Button.
- **Run:** Press the D-Button Left or Right twice.
- **Super Jump:** Run then press the Jump Button.

\*You can jump on light fixtures in the sound stages.

Whenever you jump, be prepared to punch in mid-air or as soon as you land. Enemies are usually waiting.

Tell Beeths will help you advance if you've picked up a Tell Card. The Magic Carpet Tell Card and the Umbrella Tell Card will whisk you up and over obstacles and the Bridge/Stairs Tell Card will build a passageway for you to climb higher or further. To use a Tell Card, enter the Tell Booth and press Button A to choose your Card. Press the D-Button Up to use the Tell Card.

Use the Jackhammer and the Spotlight to wipe enemies off the screen. Button A selects a Trick from the ones you've collected in the Bag. Button B uses the Trick.



Choose from seven levels. From the start, head left to enter the Ice Maker, or head right to enter the Pencil Box. The other levels are above the Pencil Box. Jump on the Pencil Box, jump right to the shell, then Super Jump to the benchcase. You can enter the Cowboy Boot or jump to the top of the books, then Super Jump right to enter the Picture. Keep jumping higher and to the sides to find the other levels.



You can't beat the tree in the Polter Pink level, so avoid his preening branches. But you can use his Bat top for a springboard.



The Magic Carpet is the only way you can reach the top platforms in Pinkstein. But first, steer left and pick up this Heart to add to your health meter. It's next to the meeting platform at the far left.



Haunted houses usually have all sorts of cool hidden rooms and secret passageways...and this one has plenty! Press D-Button Up in front of bookcases and pictures. This secret entryway is on the third floor to the far right.



This guy's as big and nasty as they come...and punching him only makes him madder. Jump over him, then when he is close to the edge of the ledge, nail him with a few quick ones. The force of your blows will send him over the edge.



In the Pinkstein level, jump across the toxic chemicals, then head straight into this secret passageway through the wall on the right.



After you grab the weapon power-up, press the D-Button Down and the Jump Button to drop to the bottom platform where more goodies are hidden.



Work your way up, then down to the lower level, heading left to find the exit door.



Use the Bridge Tell Card to build a passageway across the water in Pinkbeed. You'll find the Card in the upper branches of the trees.



Clouseau will shoot at you from the two towers and doorways. The arrows will angle, but Clouseau attacks in a pattern. Hit him seven times and you're home free.

PINK PANTHER: ©1990 Miramax—Geddy 3-4 Lic. by MGM/UA. All Rights Reserved. ©1992 Ticklebug Inc. Three Lagoon Drive, Suite 100, Redwood City, CA 94062.

# HOME ALONE 2

Lost in New York

**GA** When we last saw Kevin, the score was Kevin: 1, Wet Bandits: 0. A big fat zero. Now Harry and Marv are ready to even up the score in **Home Alone 2: Lost in New York**. Sega's one-player Genesis game based on the blockbuster movie. **Home Alone 2** lets you outsmart the bad guys in an action/adventure romp across the Big Apple. Who cares if it's two vicious criminals against one little lad? Kevin certainly doesn't!

There's a new playing field in **Home Alone 2**, up and down the mean streets of New York, even under the mean streets! And a new strategy 'cause Harry and Marv have had some jail time to think about sweet revenge. But you, as Kevin, still have the smarts to build radical weapons out of ice cream cones and rubber bands. But it will take some planning and lots of running and climbing to find the parts to build homemade weapons in each level before the Wet Bandits catch you. It's either that or you could catch the first plane to Florida to join your vacationing family!

## HOT TIPS

The homemade weapon you can build will flash on the bottom of the screen. Most levels have two weapons you can build.

Always build the homemade weapon in each level before you run into your two old pals. It's the only weapon strong enough to knock 'em out.

Don't let Harry or Marv catch you! You'll lose your homemade weapon once they've got you.

If Harry or Marv catches you, press Button A, B or C really fast. It's as good as a flick in the shins to make them lose their grip on you.

Food power-ups either partially or fully restore your health. Snack often.

Think like Beavis when bad guys are chasing you. Anything — even a harmless little water fountain — can be a weapon. It used properly.



Push things around to reach objects in out-of-reach places. Stand next to the trunk, then press Button A and the D-Button Right to move it.



Buy more health and points. Button A is your Special Menu Button. Keep an eye out for business screens passing by; they'll knock you on your bottom or less sometimes if you been 'em with your baseball.



Let loose the vendor's balloons with one shot of your slingshot, then jump on the chairs to reach the string as the balloons float by. Fly to the top of the security gate, land and grab the part to the Ice Cream Cannon. Wait until the guards scurry to the left...then jump and run as fast as you can to the right.



The Ice Cream Cannon you made is a lot more effective against Harry or Marv than the smaller weapons like your baseball. If either one catches you, you'll lose it and change to a smaller weapon. Press Button A, B or C to break free from his grip.



Jump when you reach the end of the conveyor belts in the Land of Lost Luggage level or you'll fall into luggage chutes that will whisk you away to another section of the Luggage Claim. Test henchmen of baggage handlers, pet carriers and luggage that comes after you.



If you jump left, you'll meet up with one of the Wet Bandits without a homemade weapon. Jump right instead to find the two missing pieces to your slingshot. One piece is at the bottom level. The other piece is in the middle section of the conveyor belts.



It's okay to jump into this luggage chute. It will carry you back to the top conveyor belt. From there, jump into the chute again and head left this time. Jump out at the top so you can collect weapon parts before you face the Wet Bandits. They're looking for you!



Find this Turtle Dove and you'll earn another life. You're not out of the Land of Lost Luggage yet, though!

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# Barney's HIDE & SEEK GAME

GA  
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AVAILABLE  
ON  
SEGA  
GENESIS

"Let's use our imagination!" Barney invites young and old alike to help him play hide-and-seek with five of his best friends in **Barney's Hide & Seek Game** from Sega. **Barney's Hide & Seek Game** is a one-player game that is perfect for the younger Genesis player.

The game play is set up so that any button on the control pad (A, B or C) will make Barney jump, open up presents and find friends who are hiding. All you have to do is move Barney to the left or right with the D-Button and listen to the verbal cues he gives so you can find the hidden friends and presents.

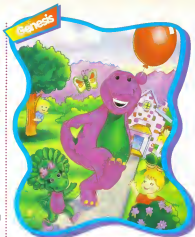
The game provides basic skills such as problem solving, matching, counting, and guidance on safely crossing the street and picking up trash—all in a fun way with the help of lots and lots of friends! **Barney's Hide & Seek Game** has a self-play feature that allows even the youngest player more opportunities for fun. Another feature in this non-violent game is that you can never lose!

Barney walks through four fun levels in search of five friends and five presents hidden in each level. There is lots of audio instruction and encouragement from Barney's own voice as well as an on-screen tally that shows how many friends and presents you have found. When you finish each level, Barney waves good-bye, then you see a screen that helps you count how many friends and presents you have found.

## Hints for Grown-Ups

1. Barney's 50 birthday cake is hidden, and 5 presents are in each level.
2. Moving Barney left and right will reveal the location of the 50 birthday cake, jump, and play.

The instructions are the same for each level. Plus, Barney will give you verbal reminders during the game as well as other fun clues to interactive game play.



Barney's "Hi" His five friends scatter for a fun game of hide-and-seek! How many can you find in each level?



Barney automatically walks to the right, but steer him to the left to find more friends and surprises.



When Barney sees a friend hiding, you hear, "Look! It's a friend!" This time, he's found Baby Bop.



Move Barney directly under the bellows, then press any button. He'll grab onto the bellows and fly to high or low platforms.



Listen for Barney's clues to hidden fun. Open the door by standing in front of it and pressing any button to see what's inside.



Five presents are hidden in each level. Press any button to uncover it. The five boxes on the bottom left and right of the screen keep track of the friends and presents you have found.



In the Under the Sea level, Barney gets help from a riddle — but slow-moving — kites. The turtle will carry you to areas you could not reach otherwise.



When Barney sees a horse, you hear, "Look! It's a horse!" Whenever Barney mentions an animal or object, he usually can interact with it. Just press any button. This hungry horse has his eye on the carrot.

## HOT HINTS

Listen to Barney's verbal hints. When he says, "Let's see what's up here!" or "Let's open the door!", there's a chance he knows a friend is hiding nearby.

Press any button to find a friend that has been hiding, to open a present, to jump and to release blossoms.

You can also head to the left at the start of each level. There are plenty of goodies hiding in that direction, too!



Barney never falls from high platforms or into the water. As he nears the edge of a platform, he holds up a stop sign and warns, "Stop! Wait until it's safe," then steps safely onto a moving platform that carries him to ground level.

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**GA**  
Game Gear  
Available on the  
Game Gear

Cool Beans! Dr. Robotnik's Mean Bean Machine from Sega is also available on the Game Gear for portable puzzle maniacs! The Game Gear version is a one- or two-player Gear-to-Gear game so you can double your puzzle-solving pleasure with a friend.

You get an extra Puzzle Mode in the Game Gear version in addition to Exercise, Scenario and Gear-to-Gear Modes. Puzzle Mode challenges you to solve different "lessons," such as eliminating four stacks of beans of the same time or freeing all the red beans at once. The trick is to try and solve the lesson within the first few moves, otherwise it gets hard to group all the red beans together or to make four stacks of beans of the same color. The strategy in the other modes is the same as for the Genesis game — you've got to connect four beans to free them from Robotnik's dungeon while trying to send refugee beans to your opponent's dungeon to mess up his groupings.

## HOT HINTS

In Scenario and Gear-to-Gear Modes, try to free at least two groups of beans of the same time. This will send more refugee beans over to your opponent's dungeon to block his groupings, plus earn you more points. You can rearrange the order of the beans coming down by pressing Buttons 1 or 2.

Remember that the beans coming

down will always drop to the top of seven stacks. This is great when you need to break up a pair of beans. In Scenario Mode, you get a Time Bonus each time you beat Robotnik's metalheads within two minutes.

Maz Hutan — a little yellow robot who's kinda shaped like this one — used to be a bean and will come to help you beat his old pals during Exercise Mode. In the higher levels, watch for the purple Big Bean. Every time he drops on will be bread, too.



Try to solve each lesson in Puzzle Mode as soon as you can. If you let the game go on too long, it gets harder to set up the right conditions to beat the lesson. Also, watch the "Next" box to see what's coming up.



The beans feel tastier as you advance in all the games.



Your pal Big Bean clears his screen in Exercise Mode.



You cannot connect beans of the same color if the clear-colored refugee beans land on your stacks. Watch the top of your dungeon for refugee beans ready to drop.

# CHECK IT OUT!

## Way Cool!

"Way Cool" is the phrase whose kids can be seen — and heard!

Tell us the things that make your class shout, "Way Cool!" We wanna know who your class thinks is the hottest band, what "in" phrases the kids are saying like call this "cool-speak", the most radical haircut or 'do to sport, what clothes the stylin' kids are wearing, what athlete is tops on your list... stuff that is fun for kids to talk about.

We're starting off "Way Cool" with a list of the most awesome people, places and things from a class of fourth-graders at Benjamin Bubba Elementary School in Mountain View, California. Look at their

list, then decide what's hot in your class. Send us your list along with a photo of your class. Be sure to tell us the name of your school, city, state, the grade you're in and your teacher's name. And don't forget your list is this a cool column for kids? Way Cool!



The fourth-graders in Mr. Henderson's class at Bubba Elementary School, Mountain View, California, shed, "Way Cool!" in a Sega VR for Christmas. Are you listening, Santa?

### Best Christmas Present

Best TV Show

Best Cartoon

Best Athlete

Favorite Female Personality

Favorite Male Personality

Best Lunch

### Sega VR

"90210" and "Beverly Hills Cop" (Vic)

"Rae & Stacey" and "X-Men" (Vic)

Ken Griffey Jr.

The Olsen Twins

Michael J. Fox

Pizza

## Send Envelope Art





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Hot animations!



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**"THERE'S SOMETHING  
ABOUT KNOWING THE NAME OF THE GUY  
TRYING TO RIP YOUR HEAD OFF  
THAT MAKES IT MORE PERSONAL."**

**JOE MONTANA**



**"MY MAN JERRY RICE, THRU IN ANOTHER. RICE  
PASS STOVE, I TARGET HIM EVERYTIME HE KNOWS!"**



**"BARRY SANDERS WITH A 'SPEED BUNNY' DOWN  
THE SIDE LINE, ONLY ONE DEFENDER LEFT (TOAST)."**

“GUYS LIKE BRUCE SMITH, JUNIOR SEAU, REGGIE WHITE AND CORTEZ KENNEDY. IN MADDEN '94 ALL YOU



GET IS THEIR NUMBERS. MY GAME'S GOT COOL STUFF LIKE DIGITIZED PLAYER MOVEMENTS, SIX PLAYABLE VIEWS, SPEED BURSTS, A ZOOM



VIEW AND A COMPLETELY REVAMPED PASSING GAME. GET SEGA'S NFL FOOTBALL '94 STARRING, ME, JOE MONTANA.

HEAR THE PLAY BY PLAY COMMENTARY. WATCH FROM THE NEW BEHIND THE QUARTERBACK VIEW. AND LEARN FROM THE TRUE PLAY CALLING PHILOSOPHY OF EACH NFL TEAM. JUST GO EASY ON ME, OKAY? ”



WE SWEAT THE DETAILS:

# SEGA VISIONARIES

CHANGES YOUR MIND, TIPS, & TOP SCORES

**H**ere it is — your section — exactly what you're telling us about your favorite games, hottest tips, codes, hints and best scores. If you have something cool you'd like to share with other Visionaries, send it to us. It's your section and your chance to "show and tell" other Visionaries. Remember, all readers mentioned in the Sega Visionaries pages get a FREE exclusive-not-available-in-any-store Sega Visionary T-shirt. You could get your name in print, look great in a new T-shirt and be famous!

## Top Scores

Hats off (and T-shirts on) to the following Visionaries for their stupendous scores.

Columbus 99,999,999  
Cool Spot 320,080  
Grendog 99,999,500  
Joe Montana  
Football LA 920/Tampa 0

Kelley Chamberlin, Stayton, OR  
Bryant Laupp, Orlando, FL  
Aramic Dinn, Livingston, NY  
Eric Hines, Joliet, IL

## Sega Visions New Logo

Congratulations, Arnan Farris! Your entry in the Sega Visions Mash-head Challenge has inspired the logo you see on this very issue. For your winning efforts we are sending you a new Game Gear and three hot new titles. Thanks for a great job — hope you enjoy!

## Jurassic Park (Genesis)

Here are codes for Jurassic Park.

### Velociraptor's Stages

	Easy	Normal	Hard
Level 1	G21G0014	G21G0025	G21G0036
Level 2	I21G0016	I21G0027	I21G0038
Level 3	K21G0018	K21G0029	K21G003A
Level 4	M21G001A	M21G002B	M21G003C
Level 5	O21G001C	O21G002D	O21G003E

For those sadistic players who want an even greater challenge in Grant's Game, here are the passwords to start each level with no weapons whatsoever.

### Grant's Game with No Weapons

	Easy	Normal	Hard
Level 1	00000011	00000022	00000033
Level 2	20000013	20000024	20000035
Level 3	40000015	40000026	40000037
Level 4	60000017	60000028	60000039
Level 5	80000019	8000002A	8000003B
Level 6	A000001B	A000002C	A000003D
Level 7	C000001D	C000002E	C000003F

Jason W. Overley, Shawnee Mission, KS



## Sonic Sightings Update

Sonic keeps turning up in the damndest places. Would you believe a Sega Visionary spotted him on a roller coaster? How about Sonic on the side of a barn? Have a look for yourselves at some of these game-winning photos — meanwhile have your camera ready and keep on the alert for you know who and his buddy.



Barn — Mike and Jackie Swabins, Newnan, GA



Tokyo Summit Trade Talks — John M. Pratt, Canton, OH



Hot Tub — Michael Payne, Hickory, MS

## Jungle Strike (Genesis)

The following are the codes for *Jungle Strike*, the sequel to *Desert Strike*. What's so special about these codes is that they allow you to use any co-pilot on any level. There is also a code to play the Win Screen.

- |                    |             |
|--------------------|-------------|
| 1. Washington D.C. | B46HKRW75W  |
| 2. Sub Attack      | R46HKRW75W  |
| 3. Training Ground | 946HKRW75W  |
| 4. Night Strike    | X6PBV4HPGFR |
| 5. Puloso City     | V46HKRW75W  |
| 6. Snow Fortress   | W46HKRW75W  |
| 7. River Raid      | T6PBV4HPGFR |
| 8. Mountains       | 746HKRW75W  |
| 9. Return Home     | N46HKRW75W  |
| 10. Win Screen     | L46HKRW75W  |

Doug Brown, Grand Rapids, MI

## Guest Artist

Bobee Parfiliak's work caught our attention when he sent us some of his custom cartoons he calls "Sega-ronics." While his cartoons made us laugh, his artistic ability made us want to see more. So, here comes Bobee creating the great artwork you see in the background of this spread.

SEGA-TORIAL



Dear Billie, I hope to inform you that I am all out of Sega Genesis... again. But I do have a whole factory full of the other system.

## T2: The Arcade Game (Genesis)

When you're at the title screen, push Up, Down Left, Right, do that twice. You should hear Arnold say, "Excellent." Now at any point during the game, pause it and press the Buttons A, B and C at the same time, and that's the end of that level!

Jeff Oese, Sleepwood, PA

## Tiny Toon Adventures – Buster's Hidden Treasure Genesis

Here are all the passwords for the first 13 levels of the game. Continues and passwords stop at level 24. After being killed above level 24 you will return to level 24 to start over again (asterisks represent Boss Levels).

### Plains

Level 1	KJGD	LDLL	LLLD	DDDD	LLGD
Level 2	PBKL	LLLD	DDGD	DLLI	DDVD
Level 3	YRBD	LDLL	DLKL	DLLI	LLND
Level 4*	QVSG	DLLI	DDDL	LDLD	DDTG

### Forest

Level 5	TYBK	LDDB	DDBG	LLDL	LDTV
Level 6	HHBB	LDLD	LDLKL	LLLI	LLTN
Level 7	JYBB	FDLD	LDDB	LDLKL	LDLQ
Level 8	YMBB	MLLD	DDDB	PLLI	DDMQ
Level 9*	HMBB	TLID	LDDB	MDLL	DDFD

### Caves/Desert

Level 10	KBBB	TGDL	LLBB	TDLD	LDNG
Level 11	MBBQ	MYLL	DDBQ	BGDD	DDDM
Level 12	KBBW	HLLD	LDLW	HYDD	DDDP
Level 13*	BBBW	HXGD	LDLQ	HXDD	DDGN

David Sellmack, Columbus, OH

## World Trophy Soccer (Genesis)

Here are some passwords to *World Trophy Soccer*.

as Brazil

67ESAATECE  
TFETAATGGG  
WJEVAATHHC  
BSRUAAITHC

vs. France (finals)

Carla Falcon, Belmont, CA

# — TO —

## PREPARE FOR

# ETERNAL

## CHAMPIONS,

### USE STREET FIGHTER II

# AS YOUR

## TRAINING

# WHEELS.



Even his little brother, Maki, has his Street Fighter II. It's all about the aggression. This is the way to win. It's not just a game, it's a lifestyle.



In the Tournament Mode, Maki pulls a shock and awe attack on M. Bison. It's a real surprise here. It's more than any other fighting game.



Check out Ryu doing a kick in the practice mode. There's another game that lets you know your skills before battle. Don't risk your time, there's no time.



The Battle King is the only one who can't be defeated. It's a real challenge. It's not just a game, it's a lifestyle.

You probably aren't prepared for such an intense fighting game. Few are. That's why we've included the Holo-Trainer and Instant Replay, to help ready you for fierce competition. You'll battle nine huge warriors, each with their own martial arts fighting style, like Jeet Kune Do and Ninjitsu. With 35 killer moves, any of these guys could kick Gille's butt. Get good enough and you'll discover all the cool Overkills. Prepare yourself. Because when it comes to pain, it's better to give than receive.

**SEGA**  
AMERICA

# CHAMPIONS



# TOTALLY SONIC

LOVE SONIC? THE NEIGHBORHOOD FANS WHO CHECK OUT THE LATEST AND GREATEST SUPER SONIC GEAR!

**S**omething cool, something blue, there's something Sonic here for you! Here's the place to find the Sonic goodies you've only dreamed of—from totally Sonic headphones and all-weather radios to temporary tattoos. If you're as crazy about that certain hedgehog as we are, make sure you check out the latest in Sonic. (Some of these Sonic goodies are available now! See page 143 for products you can order direct.)



## Sonic Sound Waves

Check out this hot new Sonic mini boombox from DSI. The All Weather Sports Radio plays AM and FM stations with superior quality and reception. Use the handy carry strap to bring your tunes with you when you're cruising the neighborhood. With Sonic spinning the tunes, you know it's going to be one jamming display of Sonicfied music. Available in toy stores in early 1994.



## Blast-Based Bubbles

Check out the latest from Topps Inc. You can buy these awesome Sonic containers, filled with Sonic's own special bubble gum. Hey, might even make you faster. Now available in most candy stores.







### Sing Along with Sonic

If you enjoy being a star as much as Sonic does, you'll love the Microphone Amplifier FM Transmitter. You'll be center stage as you sing along to your favorite radio tunes. The radio clips to your belt so you're hands-free to boogie to the music. If becoming famous makes your head grow bigger, don't worry: the headset is adjustable. **Coming to toy stores soon.**



### Super Sonic Blaster

The energy will disappear when you strap this Hydrophazer on your back - but you'll be packing 1 1/2 gallons of water and have a shooting range of approximately 50 feet. Unless your target has Sonic's speed, well let's just say... they'll be needing a BIG towel! For ages 6 and up. **Now available in toy stores.**



### Sonic Body Art

Tattoo who? How about tattoo you, with your very own Sonic temporary tattoos. Catch Sonic jumping, pointing, sipping, standing, sipping and always smiling. You can even get one with Sonic's best buddy Tails. Put one on your arm, leg, cheek - anywhere you want. Each package comes with three tattoos and each tattoo lasts approximately three to five days. **Now available in many discount and specialty stores.**



### Go Portable

Put this AM/FM Headphone Radio on and you'll get your chorus finished at Sonic speeds. It has a telescopic antenna and a fully adjustable folding headband. With easy-to-use controls and LED indicator light - what else could you want? (Except maybe to skip the chores and play video games.) **Now available in toy stores.**



### Huggable Sonic

Don't you wish that just once Sonic would slow down long enough for you to hang out together? Well, who knows if that will ever happen but Calico has managed to capture our little blue superstar's good looks and personality in this cuddly plush toy. **Now available in major toy stores.**



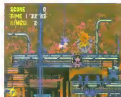
# CD GOES SONIC



**Over 60 levels** Seven zones, three levels each, each level in past, present and future time warps (that's 63, but who's counting?). Heck, we invented Sonic, but it's even hard for us to keep up with him.



**New moves, sharper graphics** See Sonic in a vertical spin. See Sonic rev his red high tops. See Sonic grab a pole and fling his way forward. There sure is plenty to see here.



**New nasty Metal Sonic** The little cretin? No, it's not Sonic on a bad hair day, it's the evil Metal Sonic. See Sonic race Metal Sonic to rescue Princess Sally.

So what happens when a Hedgehog goes CD? You get totally new adventures. Totally sharper graphics. Totally new moves. Totally Sonic CD Sound Track with QSound™. Totally incredible levels — 63 of them. Plus a totally special Special Stage. So is this all the reason you need to get into the Sega CD game system? Totally, yes.



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### HOT PRODUCTS

#### GENESIS

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#### GAME GEAR

2305	Dragon Crystal	\$19.99
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1635		

#### GAME GEAR

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Ryu takes a bite out of  
Sagor when you use his  
Dragon Punch.



Greatest Heavyweights  
This round is over  
when you left jab the  
big bruiser.



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You didn't. He's sitting over there moving his thumbs. You're in the middle of an infrared ring, punching and kicking. It'll hit him fast. You've got better moves because you're moving your whole body. He only uses two thumbs. With *Eternal Champions*, for example, you kick left and right and your character kicks left and right. When you punch back, your character punches back. The guy with the regular controller doesn't have a chance, unless you're completely out of shape. It's not exactly a fair fight, but who cares about being fair?

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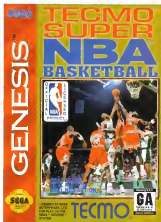
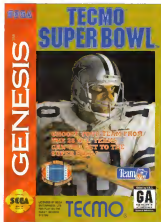
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